

BATTLEFORCE™

SMALL UNIT ACTIONS IN THE 31st CENTURY



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PASA
CORPORATION

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BATTLEFORCE

The Succession Wars of the 31st Century are like no other in recorded history. Giant BattleMechs march across the water-rich worlds of the former Star League, proving their dominance against all other machines. For hundreds of years, the fighting has raged, taking a terrible toll on war machines already suffering from declining technology and dwindling resources. The great Star League Mech Legions have been reduced to small Successor State armies one-tenth their former size. By the year 3025, the largest permanent field unit is the regiment. Though scarce 'Mechs are carefully conserved and protected, the necessity of battle comes often in the turmoil of the Succession Wars.

Previous FASA products such as **BattleTech**, **CityTech**, and **AeroTech** simulated combat between individual units. With the introduction of **BattleForce**, players may now expand their games to include large-scale combat between companies, battalions, and even full regiments. **BattleForce** also provides a detailed unit creation system that allows players to create their own **BattleForce** lances and regiments. In addition, there are scenarios and campaign guidelines. A campaign is a series of related battles involving the same units.

One possible campaign might pit House Davion's Elite 7th Crucis Lancers against the Mercenary Unit Moore's Bandits. The complete Regimental Rosters for these units are included.

COMPONENTS

BattleForce includes everything players need to play the game. Before reading the rules, check the contents of the box against the following list to make sure all the playing pieces are here.

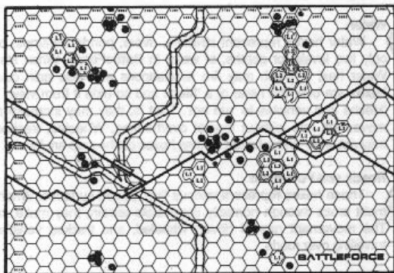
- 1 rulebook
- Two 22" x 34" terrain mapsheets
- 64 counter bases
- 200 Unit Counters and other Special Counters
- 1 counter tray
- 2 six-sided dice

GAME MAPSHEETS

The 22 x 34-inch **BattleForce** mapsheets use grids of six-sided areas called hexes. These hexes serve to regulate movement and combat as 'Mechs and other units move from hex to hex. Hex maps make movement more realistic, because they provide six possible movement directions instead of the four offered by maps with square grids.

Each hex of the **BattleForce** mapsheet represents a land area 180 meters wide (roughly 590 feet), and each turn represents one minute of real time.

Though the **BattleForce** maps represent a much larger area than do the **BattleTech** and **CityTech** maps, the hex grid is the same size. Players may, therefore, clip any of these maps together to form larger playing areas.



The forests, rivers, buildings, hills, water, and rough terrain areas shown on the **BattleForce** mapsheets represent the terrains typical of the water-rich planets that serve as Succession War battlefields. All terrain hexes (except for Open and Rubble hexes) are at least 12 meters high, and thus would hide 'Mechs.

Treat Level 3 elevations on the **BattleTech** map as Level 2 elevations in **BattleForce**.

Treat Level 0 Water hexes on the **BattleTech** map as Level 1 Water hexes in **BattleForce**.

These are ordinary fields, meadows, and other grasslands. The ground is firm and may be gently rolling, but its elevation does not change significantly from one side of its expanse to the other. Open Ground does not impede any unit's movement.

) This is typical broken terrain, rocky and cut by ravines. Though firm, it is difficult to cross. Wheeled vehicles may not enter Rough hexes. Rough ground is generally encountered next to cliffs and bluffs.

This terrain is significantly higher and more difficult to cross than open ground. The light lines show the slopes, which are of three elevation levels. Level 0 is ground level, Level 1 is 12 meters high, or about the same height as a 'Mech. Level 2 is 24 or more meters high. When standing behind Level 1 or 2 terrain features, a 'Mech is completely hidden.

A Light Woods hex is either flat or elevated terrain that is sparsely covered with trees at least 12 meters high. It is more difficult to cross Light Woods than to cross Open Ground. Neither hovercraft nor wheeled units can pass through Light Woods.

Light Woods may be on low ground or atop cliff bluffs. It is possible to see through one or two hexes of Light Woods, but three or more Light Woods hexes completely block line-of-sight.

This is open or elevated terrain thickly covered with trees 12 meters tall. 'Mechs move through Heavy Woods only with difficulty, and hovercraft, wheeled, or tracked vehicles find it impossible. Heavy Woods may be on low ground or atop cliff bluffs, and there are usually Light Woods nearby. It is impossible to see through Heavy Woods.

Water hexes represent streams, rivers, ponds, swamps, or lakes. There are only two levels, or depths, of water in **BattleForce**. When standing in a Level 1 Water hex, a Mech may fire its weapons and also gain cover. Level 2 Water hexes are over the head of a Mech and so hide it from view. Water hexes allow 'Mechs and vehicles to 'run hot'. That is, they may increase their firepower and movement rate without fear of overheating. Wheeled, tracked, or infantry units may not enter Water hexes. All river hexes on the map are level 1.

These hexes represent various firm, paved surfaces. When Roads and Pavement cross through normally impassible terrain, they make movement possible. The movement rate of hover, wheeled, and tracked vehicles increases when travelling over roads.



Light Buildings

Light Buildings are usually small wooden structures such as residential homes, and are at least as tall as a 'Mech. They provide limited cover and hide infantry, artillery, hover, wheeled, and tracked vehicles from view.



Medium Buildings

Constructed from stone and heavy wood, Medium Buildings are more substantial than Light Buildings and may be similar to light industrial structures. Medium Buildings can be of any height, but are a minimum of 12 meters tall.



Heavy Buildings

Heavy Buildings are usually part of industrial complexes and are built of reinforced concrete. They can easily hide 'Mechs and vehicles. Heavy Buildings provide substantial protection from weapons fire.



Hardened Buildings

Intentionally strengthened for combat, these buildings may be considered forts. They provide excellent protection against weapons fire and will hide any units stationed within them.



Rubble

Rubble is what is left of buildings when 'Mechs are finished with them. Any other unit with combat capability can also reduce a Building hex to Rubble. Rubble areas are difficult to move through and offer limited protection from weapons fire. Tracked, wheeled, hover, and infantry units can hide in Rubble hexes.

PLAYING PIECES

Each **BattleForce** counter represents four 'Mechs or vehicles, a platoon of infantry (21 to 28 men), or two AeroSpace Fighters. One of the special features of these counters is their design, which is quite different from the more typical half-inch cardboard squares. Because of their odd shape, the **BattleForce** pieces are able to serve as blinds to keep players from discovering too much about the strengths and weaknesses of their opponents. At first, all one player knows about the other's ground units is their class, that is, whether it is a 'Mech, Vehicle, Air Unit, and so on. During the game, however, a player will be able to learn more about his opponent when the rules require that information blinds be removed from the counters.

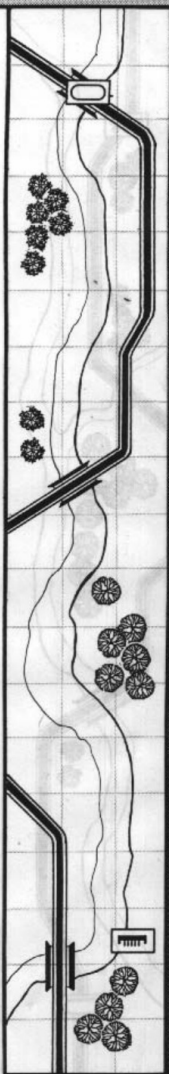
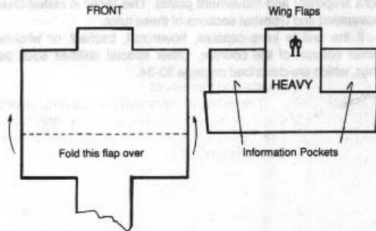
Assembling The Counters

BattleForce counters are easy to assemble using the following step-by-step directions and the accompanying diagrams. First, punch out the counter from the cardboard backing, then fold it in half, and bend the two wing flaps slightly inward. Next, simply insert the counter into a black plastic base. Finally, take one of the blank cardboard pieces, called blinds, and slip it all the way down into the base, so that it covers all but the letter symbol for the unit class. Most units remain hidden this way until the enemy's electronic sensors get close enough to identify them. [NOTE: It is a good idea to put a piece of clear tape over the bottom fold of the counter so that the piece will last longer through repeated handling.]

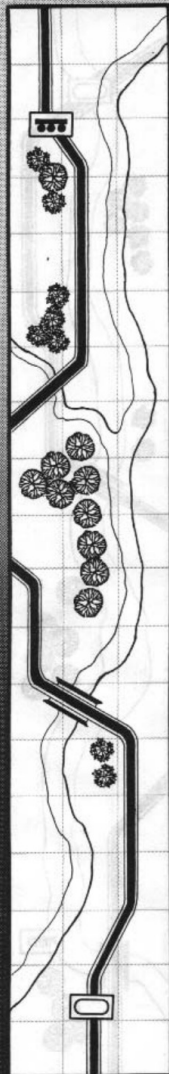
The two small pockets on the sides of the **BattleForce** counter hold information chits that tell the current damage and the Experience Level of the unit. Insert these chits into the slots so that the printed information faces the owner of the piece, not his opponent. These chits remain hidden throughout the game.



Wing flaps bend inward slightly.



BATTLEFORCE



Counter Values

All Ground units use the same game statistics: Range (R), Movement (M), Range Attack Value (RA), Close Attack Value (CA), and Defensive Value (D). The diagram below shows the capabilities of an Assault 'Mech unit. Air units have their own game values, which are explained in the Special Units section.

The **R** column shows the unit's Range in hexes.

The **M** column shows the unit's Movement Allowance.

The **RA** column shows the Range Attack Value.

The **CA** column shows the Close Attack Value.

The **D** column shows the Defensive Value.

	A				
Overburn Strength (red)	R	M	RA	CA	D
Full Strength (blue)	3	6	20		
1 Step Loss (green)	3	4	16	20	10
2 Step Loss (yellow)	3	4	13	16	8
3 Step Loss (Orange)	3	4	10	12	6
			TYPE 3	7	8

Combat Values

The various types of units are known as Light, Medium, Heavy, and so on. These designations can be deceptive at times, for the combat values of even a single type unit can vary dramatically. For example, compare the Heavy 'Mech Lances from three different 7th Crusis Lancers companies shown in the illustration below. Though each is a Heavy Lance, there is enough variation in their combat values to make them significantly different. In the same way, a player might know that he was facing a Heavy 'Mech unit or an Assault 'Mech unit, but not that the combat values of the Heavy could make it a more fearsome opponent than the Assault lance.

H					
R	M	RA	CA	D	
4	6	21			
4	4	18	17	11	
4	4	15	13	9	
4	4	12	9	7	
4	4	9	5	5	
		FIRE			
		LANCE			
		TYPE 1			

H					
R	M	RA	CA	D	
3	8	18			
3	5	14	18	10	
3	5	11	14	8	
3	5	8	10	6	
3	5	6	6	4	
		TYPE 2			

H					
R	M	RA	CA	D	
3	6	16			
3	4	13	17	10	
3	4	10	13	8	
3	4	8	9	6	
3	4	6	5	4	
		JUMP			
		TYPE 3			

Step Damage

As a unit takes damage, all game values (except range) will be affected. In **BattleForce**, damage is measured in Steps: Step 0, or Full Strength, Step 1, Step 2, and Step 3.

The blue row of the counter represents the unit's undamaged, Step 0 capabilities. The green row shows its values after taking Step 1 damage. The yellow row shows what the unit can do after Step 2 damage. The orange row gives the values after Step 3 damage.

Units that suffer more than three damage steps are destroyed, and the counter is removed from the board. The exception to this is a DropShip, which has eight damage steps.

The red row shows the unit's capabilities when the player intentionally overheats it to gain extra firepower and movement points. This tactic is called Overburn, and is described fully in the **Movement** and **Combat** sections of these rules.

If the unit is jump-capable, hovercraft, tracked, or wheeled, the information appears in the center column of the counter. Other special abilities such as electronic sensing use Variation Chits, which are described on page 33-34.

UNIT CLASSES

There are five basic counters to represent Air Units, DropShips, BattleMechs, Vehicles, and Infantry. Each of these types is further divided into subclasses. Air Units and DropShips are described in **Special Units**, page 26. BattleMechs, Vehicles, and Infantry classes are defined below.

All **BattleForce** counters represent either a lance or a platoon. There are many types of lances within the basic three categories.

BattleMech Types

Light 'Mechs

Neither heavily armored nor heavily armed, Light 'Mechs function as scouts and screens for the main force. They are fast and equipped with jump jets for effortless mobility. Light 'Mechs are often used in wide flanking maneuvers and in raids on enemy rear-echelon formations.

Medium 'Mechs

Medium 'Mechs are the most common type in Successor State regiments. Useful for a variety of duties, they are found in all regiments of all Houses.

Heavy 'Mechs

The hulking warhorses of the 'Mech regiment, Heavy 'Mechs have the firepower and armor to withstand the deadly environment of the 31st-century battlefield. They are not invulnerable, however. Because Heavy 'Mechs tend to be slow, their opponents may be able to cut them off from one another to destroy each one individually.

Assault 'Mechs

The true knights of the 31st Century, Assault 'Mechs are almost always piloted by Elite MechWarriors. These huge 'Mechs bristle with autocannons, lasers, missiles, and machine guns. Fortunately for most MechWarriors, however, Assault 'Mechs are scarce. Most commanders do not carelessly commit them to battle, but save them for a big push at the right moment.

Fire 'Mechs

Fire 'Mechs are equipped with long-range missile capability, which makes them important fire support units to any assault. Often they are linked with an ESR-equipped or Light 'Mech that is functioning as a forward observer.

Vehicles

Medium Tracked

Planetside garrisons and mercenary units use these vehicles most. Though no match for BattleMechs, Medium Tracked units do play a role in defense of cities and as counter-insurgency weapons.

Heavy Tracked

Composed of the heaviest tracked vehicles, such powerfully armed lances can hold their own against all but the largest of 'Mechs. Even the most seasoned MechWarrior fears the enormous firepower and armor of these beasts.

Medium Hover

The speed of Medium Hover units makes them essential for rapid deployment forces. Though equipped with enough armor and firepower to meet conventional planetary garrisons, most commanders do not place these units in sectors where enemy 'Mechs might be expected to appear.

Medium Wheeled

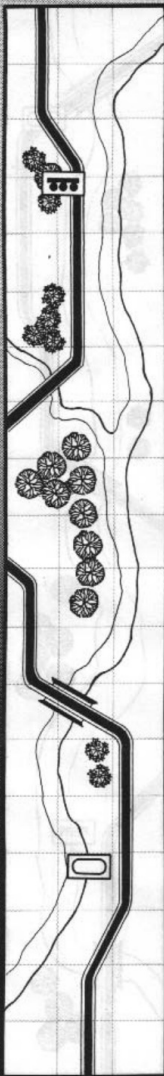
These units function as convoy escorts and as support for garrison troops. In battle, they support infantry formations.

Other Vehicles

There are a host of other vehicles used to support a regiment in combat, but that usually remain far from the battlefield. These include Coolant Trucks, Mobile Headquarters, Hospital Units, and so on.



BATTLEFORCE



Infantry

Normal Infantry

These are the regular conscript troops, who are often woefully underarmed for battles. Commanders usually station infantry in cities, where they stand at least a small chance of surviving. In general, Infantry's best hope is to close with its opponent, because it is only at very close range that its units can cause damage.

Motorized Infantry

Equipped with armored vehicles, these infantry are a little more mobile than Normal Infantry, but their firepower is still too weak to be a threat to most opponents. Motorized infantry operate in forward observation and reconnaissance roles.

Jump Infantry

These troops are equipped with jump packs, giving them extra mobility and a better chance at surviving combat. Using their jump capability, these infantry units can close quickly with enemy formations. While one of these attacks can be devastating to the enemy, it is always devastating to the Jump Infantry.

Heavy Infantry

Elite, highly trained, and highly motivated, these are assault infantry whose preferred duty is in cities and static defenses. Even with their armored suits, large lasers, and sophisticated tactics, Heavy Infantry is still no match for a 'Mech if caught out in the open.

Artillery

Long Tom units and Sniper units are the two types of artillery. Long Tom is a generic name for all long-range heavy artillery. These units have a minimum as well as a maximum range. Though Sniper artillery weapons are not as powerful as Long Toms, they do not have a minimum range.

SPECIAL COUNTERS

Besides unit counters, there are special information chits that insert into the counter base and still other chits that are placed on the mapsheet.

Information Blinds

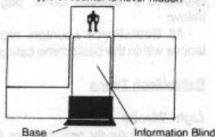
Information Blinds are counters used to hide a 'Mech's or Vehicle's type (Heavy, Light, Assault, and so on) until electronic sensors are able to detect it. Air Units never use Information Blinds on their counters.

Experience Level Chits

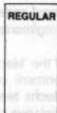
Experience Level chits insert into one of the information side pockets. The top of the Experience Level chit extends above the side wing of the unit counter, allowing the player to read the Experience Level of that unit. All **BattleForce** units must have an Experience Level, which is usually not revealed to the enemy player.

SPECIAL COUNTERS

Type of counter is never hidden



Experience Chit



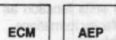
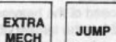
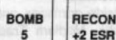
Step Chits

STEP 2

Stick over notch of counter towards player



Variation Chits



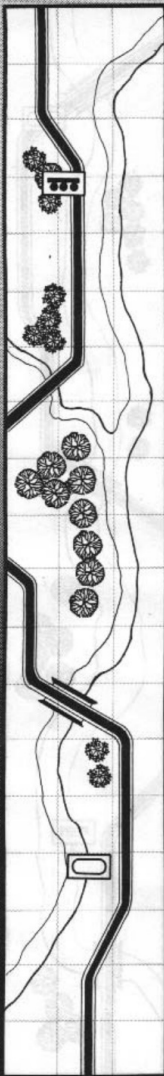
RUBBLE



SALVAGE



BATTLEFORCE



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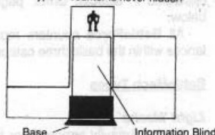
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Experience Level Chits

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SPECIAL COUNTERS

Type of counter is never hidden



Experience Chit

REGULAR

Step Chits

STEP 2

Stick over notch of counter towards player

REGULAR		M	STEP 2	
R	M		RA	CA
3	6	JUMP	14	
3	4		11	14
3	4		9	11
3	4		7	8
3	4	TYPE 3		5

Variation Chits

BOMB
5

RECON
+2 ESR

EXTRA
MECH

JUMP

FIRE
POWER
+2

ARMOR
VALUE
+2

ECM

AEP

RUBBLE



SALVAGE



Damage Step Chits

Damage Step Chits insert into one of the information side pockets, facing the player. These chits represent the amount of damage a unit has taken during the battle and are color-coded to match the Step Damage rows on the counter. Red stands for Overburn. Blue is for the Step 0 (or Full-Strength) Values. Green represents Step 1 values. Yellow gives the Step 2 values. Orange represents the Step 3 values. Like Experience Level chits, these are not revealed to the enemy player unless he has an AEP variation chit.

Variation Chits

Variation chits represent special adaptations and variations on the standard unit counters, ranging from jump-capability and extra firepower or armor to special communication links and enhanced sensing devices. Bomb loads are also considered a variation. Variation chits are discussed at the end of the rules section.

BOARD COUNTERS

These **BattleForce** counters are placed directly on the gameboard. They include:

Rubble counters, placed on a Building hex if it is destroyed.

Bomb Markers, used to indicate a mine explosion.

Salvage counters, used when a unit has taken four damage steps and is completely destroyed. The players remove the unit counter and place a Salvage counter in its place. The Salvage counters represent the remaining usable pieces of a Mech or vehicle after a Lance is destroyed. Salvage counters are often worth Victory Points toward winning a scenario. In a campaign, Salvage counters can be used to repair damaged units.

[NOTE: Vehicle, Infantry and Air Units do not leave Salvage counters when destroyed.]

DICE

BattleForce includes two standard, six-sided dice (2D6). The players roll dice and add together the results to determine various effects such as the results of combat.

		[A]			
R	M	RA	CA	D	
3	6	20			
3	4	16	20	10	
3	4	13	16	8	
3	4	10	12	6	
3	4	7	8	4	

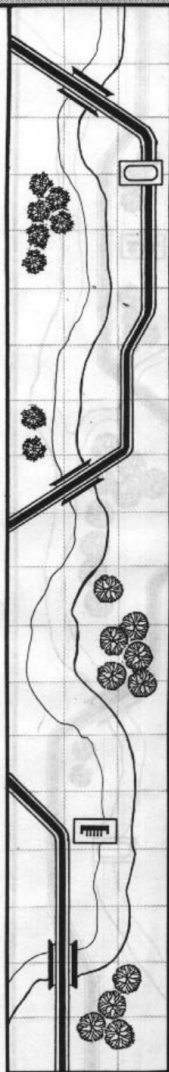


		EXTRA MECH		BOMB	
				25	

		[M]			
R	M	ST	AA	D	
15	15	10	15	10	
15	15	6	8	6	

		[H]			
R	M	RA	CA	D	
3	6	20			
3	4	16	19	12	
3	4	13	15	10	
3	4	10	11	8	
3	4	7	7	6	

		[H]			
R	M	RA	CA	D	
3	6	20			
3	4	16	19	12	
3	4	13	15	10	
3	4	10	11	8	
3	4	7	7	6	



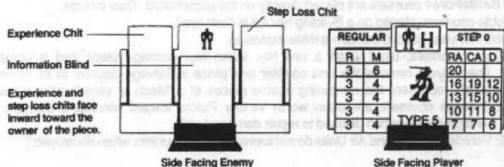
BATTLEFORCE

GAME SET-UP

Lay out the Terrain Mapsheet on a table or some other flat surface that allows the players easy access. Punch out and separate the playing pieces.

The players should now agree on the scenario to be played. They may choose one of the scenarios included with this book, or they may use the scenario creation rules to invent their own. The five scenarios in this book list the amount of points each side has to buy units, unit starting locations, any special rules, and, most important, each side's objectives and victory conditions.

Having decided on the scenario, the players now fix the appropriate counters to the plastic bases, covering the unit type with a blind and placing Experience Level chits and Step 0 chits in the appropriate slots, as illustrated.



If the scenario allows it, the players now secretly write down the mapsheet hex numbers for their Mine Attacks or Hidden Infantry counters. Players should write the number of each unit or attack on a separate piece of paper.

Once game set-up is complete, players follow the Sequence of Play until one side meets the Victory Conditions or breaks off the engagement.

The published scenarios always indicate which player moves first. When creating their own scenarios, however, players may roll one die to determine who will move first. The player with the highest die roll chooses whether to move first or second.



PLAYING THE GAME

BattleForce does not involve detailed recordkeeping, as in **BattleTech** or **CityTech**. Instead, the counters and the mapsheet provide all the information needed to play. Movement and Combat follow the Sequence of Play described below.

SEQUENCE OF PLAY

When a player's turn arrives, he is known as the "phasing player". The "non-phasing player" is his opponent. The phasing player may move, sight enemy units, and attack. The non-phasing player may sight enemy units and, in certain instances, may make certain attacks during the phasing player's Movement Phase.

MOVEMENT PHASE

The phasing player moves some, none, or all of his pieces up to the movement allowance listed for each unit. Units move in the following order:

All ground units, including 'Mechs, Vehicles, and Infantry, move first. The phasing player must declare which of his units will be using Overburn movement.

All Air Units move second.

All dropping 'Mechs move third.

All dropping DropShips move last.

Several actions can occur as the phasing player moves, depending on which hexes his units are moving through.

1. All mine attacks are immediately resolved the moment the first ground unit moves into a hex containing mines. The non-phasing player must reveal the slip of paper on which he has printed the hex number for the mine attack. If the phasing player still has *MP* remaining, he may use them.

2. All Hidden Infantry attacks are immediately resolved the moment an enemy ground unit moves into a hex containing hidden infantry units. At this point, the non-phasing player must reveal the slip of paper on which he has noted the Hidden Infantry hex number and then place his infantry counter in the hex. If the phasing player still has *MP* remaining, he may use them.

3. Dropping 'Mechs may be fired upon by any of the non-phasing player's air or ground units that are within range.

SIGHTING PHASE

At the end of the phasing player's movement, both the phasing and non-phasing player may try to uncover any undetected enemy units within their counters' Electronic Sensing Radar Range (ESR). Any enemy unit within line-of-sight and range of either player's counters must remove its information blinds and reveal its unit type. At the same time, both sides may replace any blinds on units that are now out of Line-of-Sight or ESR range of all enemy units.

ATTACK PHASE

The phasing player may now fire some, none, or all of his units. All combat results are applied immediately. Attacks are resolved in the following order:

1. All fire from Air Units is resolved first. This includes air attacks, strafing attacks, and dive-bomb attacks.

2. Combat between units in the same hex is resolved next. This includes infantry close assault attacks.

3. All other combat is resolved last.

END PHASE

The phasing player stands up any counters disrupted in the previous game turn. His turn is now over. The non-phasing player becomes the phasing player and repeats the Movement, Sighting, Attack, and End Phases. When he finishes, one game turn is completed. Players continue to alternate until one side has achieved its victory conditions, breaks off the engagement, or both sides agree to end the game.



BATTLEFORCE

MOVEMENT

MOVEMENT POINTS (MP)

Each **BattleForce** unit has only so much speed and power to navigate itself across the map-sheet. This value is expressed as a certain number of movement points (MP). The **BattleForce** unit spends its movement points to enter hexes. The base cost to enter a hex is 1 MP. There are many modifications, however, based on terrain, enemy units, or unit movement type.

Units may spend some, none, or all of their MP during the Movement Phase of the game turn. Movement points may not be saved from one turn to another, and so the player loses any MP not used during the current turn. Once a unit has used all its MP, it cannot move again until the next turn.

Units may always move one hex, no matter the MP cost, as long as that is the only movement for the turn. Units may never move into prohibited terrain.

All ground units must end their movement when entering a hex occupied by an enemy unit.

STACKING

No more than two units, either friendly or enemy, may end their movement in the same hex. Air Units may enter the same hex as ground units as long as a total of only two units are in the same hex. No unit may enter the same hex as a DropShip. Friendly units, however, may go inside the DropShip. (In such case, the player removes the friendly unit's counter from the board until it leaves the ship.) A DropShip may house as many units as its carrying capacity allows.

TERRAIN MODIFIERS

The Terrain Modifiers Table lists the movement point modifiers for the various terrains.

TERRAIN MODIFIERS TABLE

Terrain	Additional MP Cost/Hex	Unit Type Prohibited
Clear, Open	0	None
Water, Level 1	+2	Wheeled, Tracked
Water, Level 2	+4	Wheeled, Tracked
Light Woods	+1	Wheeled, Hover
Heavy Woods	+2	Wheeled, Hover, Tracked
Rough	+1	Wheeled
Rubble	+1	Wheeled
Light Buildings	+1	None
Medium Buildings	+2	None
Heavy Buildings	+3	None
Hardened Buildings	+3	None
Elevation Levels	+2 per level, Units	None

may change only one elevation
per hex moved.

ROAD BONUS

All units traveling along roads may ignore all terrain modifiers. In addition, Hover, Tracked, and Wheeled units may receive a Road Bonus of one additional hex. To use the bonus, the unit must begin its turn on a Road hex and continue traveling along the road for the entire Movement Phase. Units may move through prohibited terrain while traveling along the road, but must begin and end their movement through that terrain on the road, and remain on the road while traveling through the terrain.

MOVEMENT MODES

There are a wide variety of units available in **BattleForce**. In addition to its MP allowance, each has different movement capabilities. The various movement modes are explained below. An individual unit's movement mode appears on the bottom of the counter. Some Variation Chits increase a unit's movement capability.

JUMP-CAPABLE

Jump-capable units are designated on the counter by the word JUMP. Because these units actually leap over terrain, they pay no terrain movement penalties and may ignore any terrain movement restrictions. (Jump units always ignore elevation change modifiers, even in the hexes where they land.) There are both Mech and Infantry Jump units.

HOVERCRAFT

Hovercraft units are designated on the counter as HOVER. As in *BattleTech*, they may not move through Light or Heavy Woods hexes because they lack the armor to smash down trees and are moving too fast to maneuver around them. Hover units may move through Rough and Water hexes without penalty. Hovercraft may also take advantage of the Road Bonus.

WHEELED

Wheeled units are designated on the counter as WHEELED. Such units may not enter Rough, Rubble, or Woods hexes because they lack the armor to smash their way through the broken terrain. Water hexes are also prohibited, because wheeled units are not waterproof or buoyant. Wheeled units may take advantage of the Road Bonus.

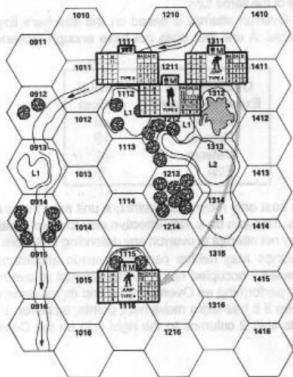
TRACKED

Tracked units are designated on the counter as TRACKED. Though the vehicles are heavily armored, their tracks are too delicate to withstand the difficult terrain in a Heavy Woods hex. Also, because they are not waterproof or buoyant, Tracked units may not enter Water hexes. Tracked units may take advantage of the Road Bonus.

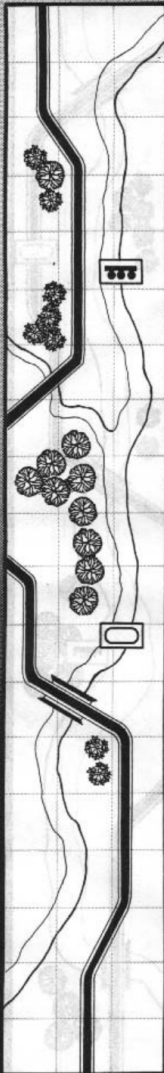
Elements from McKinnon's Company of the 7th Crucis Lancers, affectionately known as the Fox's Teeth, are racing down the river valley in support of their Light Lance acting as a recon unit. The Medium Mech lance is in Hex 1211. Its $\mu\epsilon$ allowance is 4. To move into Hex 1312, the unit would spend 3 $\mu\epsilon$ (the basic cost of 1 $\mu\epsilon$ plus an additional 2 $\mu\epsilon$ for the Level 1 water). To move into Hex 1212, the lance would have to spend 5 $\mu\epsilon$. Even so, the lance can move into 1212 because all units may move at least one hex. To move into Hex 1112 costs the unit 1 $\mu\epsilon$ plus another 1 $\mu\epsilon$ for the Light Woods and 2 more $\mu\epsilon$ for the elevation change.

Meanwhile, a Lance Wheeled Swift Wind scout car unit moves from Hex 1111 to 1011 to 0912 to 0913 and on to 0915. Because it has traveled along a road, the scout car may use its Road bonus to move an additional hex to 0916. If the Swift Wind unit had entered any other hex and then moved onto the road, it would NOT obtain the road bonus, however.

Finally, the jump-capable Mechs of a Medium Lance surge forward from Hex 1311 to Hex 1315, leaping over all obstacles. A jump-capable Mech unit may move into any hex (up to its $\mu\epsilon$ allowance), regardless of the terrain.



BATTLEFORCE



SPECIAL MOVEMENT RULES

OVERBURN MOVEMENT

Lances move carefully to avoid the heat buildup caused by moving too fast or firing too long. Desperate individual lances will occasionally force their machines beyond safe heat levels to achieve a temporary gain in movement and firepower. This procedure is called Overburn.

During his Movement Phase, the phasing player may declare that a particular Vehicle or Mech unit will overburn. The player must declare before moving the unit. Immediately, the unit may move at one step level higher than its current rating. For example, a unit with Step 1 damage that is fighting at the green level may, during Overburn, fight and move at the blue (Full-Strength) level for one turn. Units overburn for an entire turn, and gain both movement and fighting benefits from a single declaration.

During the Movement Phase, only 0 Step (Full-Strength) units get a bonus of extra MP. Such a unit moves up to the values listed on the red Overburn row of its unit counter.

The penalty for Overburn is severe. Each time a unit overburns, it automatically loses one damage step at the end of its turn. Units that begin and end their Overburn movement in a Water hex do not take step damage, however.

OVERRUN MOVEMENT

A unit must usually end its movement when entering a hex occupied by an enemy unit. In certain cases, extremely powerful units can overwhelm a single defender and continue to move, brushing the blocking enemy unit aside like a toy.

To attempt an Overrun, the attacker's current Ranged Attack Value must be 6 or more than the defender's current Defensive Value and the defending unit must be alone in a hex. Because the enemy's combat values are hidden, the attacker does not really know whether he has enough strength to attempt an overrun until he actually moves his unit into the hex. If he is wrong, the Overrun is a failure, and the attacker must cease movement and make a Disruption Roll.

To carry out an Overrun attack, the phasing player moves the attacking unit into the hex occupied by a single enemy unit and reveals his Ranged Attack Value. The non-phasing player then reveals the Defensive Value of his defending unit. If the Ranged Attack Value is 6 or more than the Defensive Value, the attack proceeds. If it is less than 6, the attacking unit must stop and make a Disruption Roll.

Successful attacks are resolved immediately, as per the Combat rules. Any combat result that completely destroys the defending unit allows the overrunning unit to continue its movement.

Any other result ends the overrunning unit's movement, even if he damaged the defending unit without destroying it. An attacking unit may attempt only one Overrun against the same defending unit per turn. Units that attempt Overrun movement may fire their weapons again during the Combat Phase of the same turn.

The MP cost for an Overrun attempt is based on the attacker's Experience Level, as shown in the Overrun Attack Table. A unit that does not have enough movement points may not make the attempt.

OVERRUN ATTACK TABLE

Experience Level	MP Cost
Green	+3
Regular	+2
Veteran	+1
Elite	0

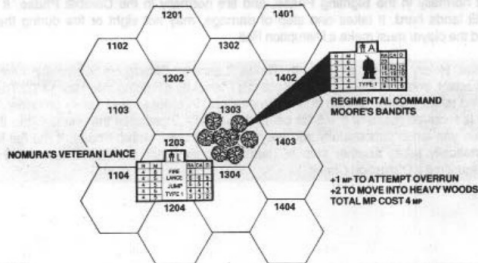
As Overrun attacks cost only movement points, a unit may make as many as possible during the Movement Phase. This can be a very effective way to clear a path through an enemy line. However, the attacker may not attempt to overrun any defending unit more than once per turn.

Air Units and DropShips may neither perform Overrun attacks nor be subject to them. A Mech dropping into an enemy-occupied hex may not attempt to overrun the enemy unit in that hex. A jump-capable unit performing an Overrun must end its movement in the target hex. It may not continue to move even if it has extra movement points, however. Units that attempt Overrun on disrupted enemy units shift 2 columns to the right (+2) on the Combat Results Table (p. 20) when resolving the attack.

Even as McKinnon's Fox's Teeth company is racing to its side, Kate Nomura's Recon Lance is in serious trouble. Finding a stray enemy lance hiding in the Heavy Woods Hex 1303, Nomura orders her Veteran unit to overrun the enemy. Because of its Veteran Experience Level, Nomura's lance only spends 1 additional MP to attempt the Overrun.

Unfortunately, the lance runs straight into the Regimental Command Headquarters of Moore's Bandits. Nomura's unit has a Ranged Attack Value of 5 points (unit has taken 1 step of damage), compared to the Assault Lance's Defensive Value of 12 points. Obviously, the attack strength of Nomura's Recon Lance is not 6 or more than its opponent, and so it must make a Disruption Roll. It fails miserably and falls before Moore's Assault Lance.

Next turn, Moore decides to overrun the Recon Lance. His Ranged Attack Value of 18 is easily 6 or more than Nomura's Defensive Value of 4, which allows the Assault Lance to start on the +14 column of the Combat Results Table. Furthermore, because the Recon Lance is Disrupted, the Assault Lance gets an additional +2 column shifts to the right. With another +2 column shifts for the Elite status of the Assault Lance, the attacker rolls against the 15+ column. If the attacker rolls anything but a 7, he destroys the Recon Lance and may continue moving. On any other result, the Assault Lance must remain in place, in the same hex as the defender.



DROPPING

'Mech units have the ability to drop onto the battlefield from space, a tactic that can easily turn the tide of any battle. It is dangerous, however, because dropping 'Mechs are vulnerable to fire from both ground and air units. Furthermore, there is the risk of a rough landing, which can cause additional damage.

Players may drop 'Mechs only when the scenario rules allow for it. In these scenarios, players may bring in reinforcement units from outer space.

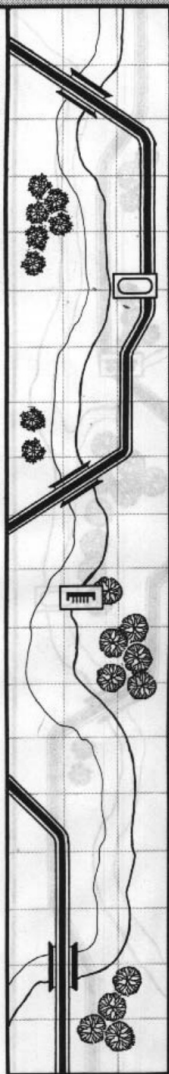
To make a drop landing, the player simply moves his unit to its target hex. At the same time, the unit may come under the fire of any enemy units within range. Meanwhile, the player rolls two dice to determine if a rough landing causes additional problems.

If the Landing Roll fails, the 'Mech does not land where intended and will scatter. Consult the Failed Landing Table on p. 30 for scatter results only. (A 2 or 12 still destroys the unit).

If the Failed Landing results in the unit scattering, roll one die to determine the direction of the scatter, as shown by the Scatter Diagram in page 30. Count out the hexes, starting with the intended landing hex, and place the 'Mech on the new hex.

Immediately after the dropping 'Mech's counter is placed, any Air Unit within range may fire, using its Air Attack Value. Then ground units may attack the dropping 'Mech with their Ranged Attack Values. To make the attack, a ground unit must be in the same or adjacent hex as the dropping 'Mech. Air and ground units must decide to attack a dropping 'Mech at the moment he lands. The non-phasing player cannot wait until all the 'Mechs have dropped to begin firing. Combat is resolved normally, with no terrain modifiers. Attacking units in adjacent hexes receive an additional -4 column shifts. (See Combat Results Table, page 20)

Air and ground units may fire only once during this segment of the Movement Phase, no matter how many 'Mechs are dropped. This fire is optional and does not prevent the same units from firing during the Combat Phase. Any damage inflicted is applied immediately. As with normal combat, a unit may be fired upon any number of times and damage results are cumulative.



BATTLEFORCE

LANDING

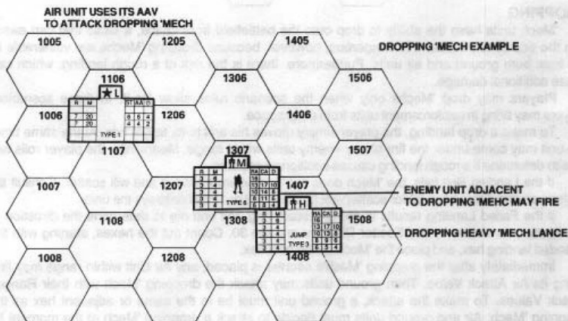
Landing after a drop is usually a safe and routine operation, but damage suffered during the descent can cause problems. To land successfully, the player must roll a 5 or better on two dice for each unit dropped. Then he applies modifiers from the Landing Modifiers Table.

LANDING MODIFIERS TABLE

Landing Event	Die Roll Modifier
Unit Damaged during Drop	+5
Experience Level	
Green	+1
Regular	0
Veteran	-1
Elite	-2

If the roll succeeds, the unit gently lands. It may not move in the same turn that it drops, but it may sight normally in the Sighting Phase, and fire normally in the Combat Phase. If the roll fails, the unit lands hard. It takes one step of damage, may not sight or fire during the turn it dropped, and the player must make a Disruption Roll.

The Elite Heavy Lance of the 7th Crusis Lancers' Christoph's Company attempts to reinforce an attack south of the capital of Keptha's Planet by dropping into Hex 1407. The unit is fired upon and takes a damage step during the descent. In order to land safely on target, a roll of 8 or greater is required (base of 5 + 5 for being damaged - 2 because the unit is Elite). If the roll succeeds, the unit lands successfully and may fire during the Combat Phase. If the roll fails, the lance automatically takes another step of damage, must check the Failed Landing Table for scatter, and must roll a Disruption Check.



SIGHTING PHASE

Once movement is complete, both players may attempt to determine the type of units hidden behind their opponent's information blinds. In **BattleForce**, a player can always see that an enemy counter represents a Mech, Vehicle, and so on, but a friendly unit must satisfy two conditions to learn the exact type of an enemy unit. First, the friendly unit must have a clear line-of-sight to the target. Second, it must be within five hexes.

Using Electronic Sensing Radar (ESR), a unit sends out a concentrated electromagnetic pulse that probes the shape, heat signature, and radio emissions of the target, and then sends the information back to a computer at the Regimental Headquarters. In nano-seconds, this computer determines the type of unit and every other unit detected on the battlefield. The battle computer quickly assembles all this data and creates a continually up-dated picture of the battlefield, which is broadcast to each unit in its regiment. With this system, one unit can determine the type of any enemy unit within range and clear line-of-sight. For instance, the unit will always know that an enemy lance is composed of 'Mechs, but will not be able to determine if it is a Heavy 'Mech or a Light 'Mech until it comes within range. (Sensor detection is not necessary before one unit attacks another, however.)

Some units have special sensing equipment that extends the standard five-hex range by a few more hexes. This bonus is printed on the counter as a positive number followed by ESR. For instance, +2 ESR means that the unit can use its radar out to seven hexes.

A clear line-of-sight (LOS) must exist between two units before they can see each other and use their ESR. There are three types of terrain features that block line-of-sight: Elevation, Buildings, and Woods. Light Woods and Buildings only block LOS when the line passes through three or more hexes of either type terrain.

To check line-of-sight, lay a straight edge (a ruler or sheet of paper) from the center of the attacker's hex to the center of the target's hex. If the line does not cross any blocking terrain and the sighting unit is within range, the enemy player must remove the information blind from his unit counter. If line-of-sight is blocked, the enemy may leave the information blind in place. A single unit may sight all enemy units within its range.

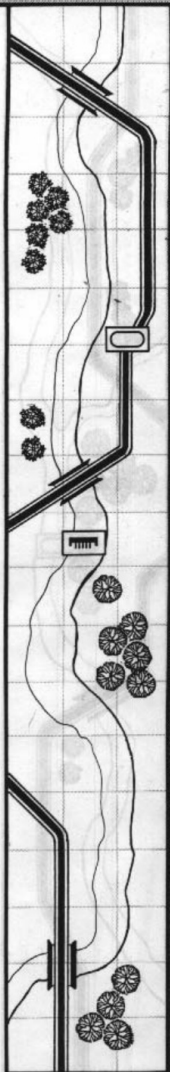
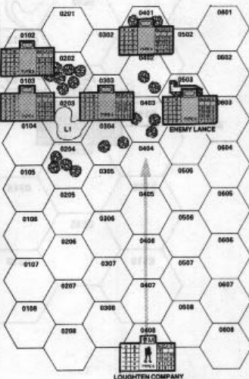
Units that are in a Heavy Woods hex, a Building hex, or a Level 2 Water hex never need to remove their information blinds unless an enemy unit moves into the same or an adjacent hex. Attacking units may fire into these hexes even if they do not know the defender's composition. There is, however, an additional combat modifier.

Units automatically learn the type of enemy unit that is in the same or an adjacent hex.

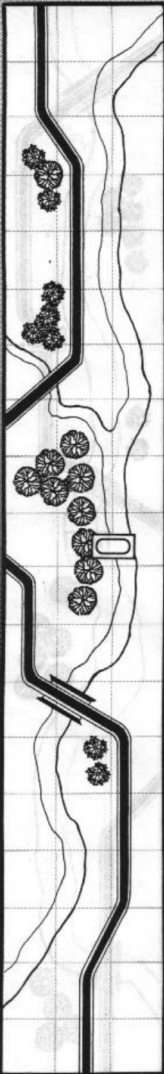
Loughten's Company of the 7th Crucis Lancers is moving forward against screening elements of Richelou's Company from Moore's mercenary regiment. The Loughten Medium Mech lance can see that there are five Vehicle lances blocking its line of march.

It will have to move to within five hexes of the enemy units to determine their exact type, however. For instance, if the Medium Mech lance in Hex 0408 moves to 0404, he can determine that the enemy unit in Hex 0303 is a Heavy Tank platoon. The single Light Woods hex between them is not enough to block line-of-sight. From Hex 0404, the intervening terrain hexes DO block his line-of-sight to see the type of enemy units in 0102, 0103, and 0401. Units in 0102 and 0103 are blocked by Heavy Woods and high elevations. The LOS to Hex 0401 is blocked, because three Light Woods hexes lie between the Heavy Mech and the Tracked unit. The Tracked unit is in the third Light Woods hex.

The fifth Tracked unit in the Light Building Hex 0503 cannot be seen unless a unit from Loughten's Company moves into the same or an adjacent hex. If the hidden enemy unit was a 'Mech, however, its type would be revealed, because Light Building hexes do not hide 'Mechs.



BATTLEFORCE

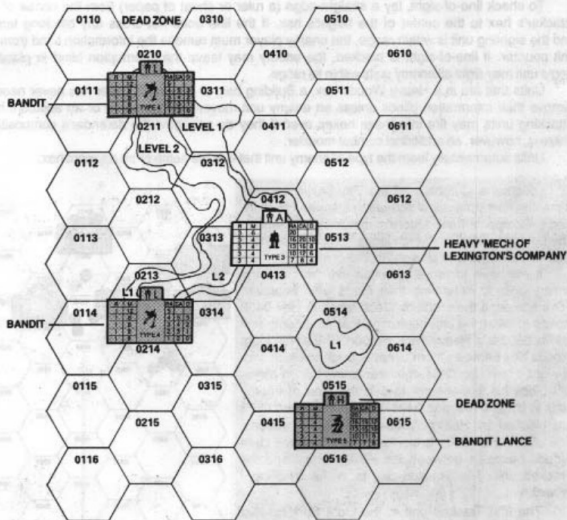


ELEVATION DEAD ZONE

Units at the same elevation can usually see each other easily. Areas directly behind an elevated area can be hidden, however, even from units on the same elevation. The single hex behind an elevated hex is called an elevation Dead Zone. Units placed here may be hidden from view and therefore blocked from direct line-of-sight even by an attacker on a higher elevation. If the attacker is shooting up at more than one hex range, the line-of-sight will be blocked if the hex next to the attacker is as high as the hex occupied by the target. If the attacker is shooting down at more than one hex range, the line-of-sight will be blocked if the target is directly behind a hex as high as the attacker's hex.

The heavy 'Mech Lance of Lexington's Company encounters some of Moore's Bandits' battered lances as they flee the main battle just off the board. Standing on a Level 1 hill in Hex 0412, the Heavy 'Mech unit cannot see the Bandits unit in 0515, because it is in the hex directly behind a Level 1 hill and therefore in a Dead Zone.

The Bandits unit in Hex 0210 is also in a Dead Zone, even though it is on a higher elevation than the Heavy 'Mech lance in 0412. A Level 2 Elevation hex is directly in front of the Heavy 'Mech unit of Lexington's Company and between the attacker and defender, which blocks line-of-sight. The Bandits unit in Hex 0213 is also blocked from sight by the intervening Level 2 Elevation hex.



COMBAT

BattleForce includes two types of combat: Ranged Attack Combat and Close Attack Combat. In ranged combat, the attacker uses only his weapon systems to shoot at a target. The target's hex must be within the attacker's range, and the attacker must be able to see over or through any intervening terrain. For ranged combat, the attacker uses his Ranged Attack Value (RA).

In Close Attack Combat, the attacking unit can use physical attacks as well as his weapon systems. With 'Mechs, this is an especially deadly form of attack. Close attack combat can only occur when the attacker is in the same or adjacent hex to its target and on the same elevation. For close attack, the attacker uses his Close Attack Value (CA).

Damage from these attacks is expressed as Damage steps. Each step represents the general battering of all the 'Mechs within a lance and the loss of weapon systems and armor. Combat is resolved by rolling two dice against the Combat Results Table, page 20.

Each unit in **BattleForce** attacks separately. Units may not combine their combat values. Unlike many other wargames, a **BattleForce** unit may be fired upon any number of times during a single turn.

All units (except DropShips) have a 360-degree arc of fire and may fire at any unit, even if the target is behind or to the side of the **BattleForce** counter.

LINE-OF-SIGHT (LOS)

As in **BattleTech**, a clear line-of-sight must exist between two units before one can fire on the other. Use the same method for determining line-of-sight in combat as in the Sighting Phase. The target must be within range of the attacker's weapons systems.

INDIRECT FIRE

'Mech Fire Lances and Artillery batteries may fire indirectly at enemy units even if their LOS to the target is blocked. They do so by relying on other units that DO have a clear LOS to the target. These act as forward observers to provide the necessary coordinates.

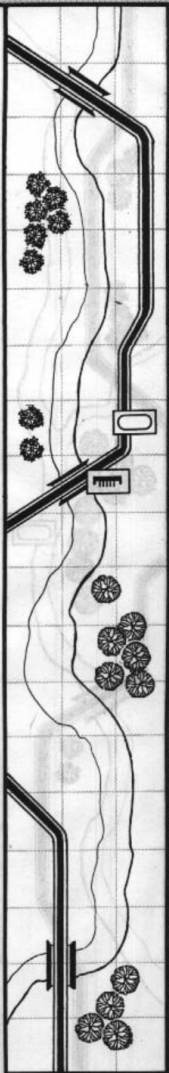
Forward observer units may fire and move normally on the same turn that they also spot for the indirect fire units. Forward observer units do not have to be within weapon or ESR range of a target to direct fire for indirect units. Indirect fire units can only fire at units that are within range of their weapon systems.

RANGE

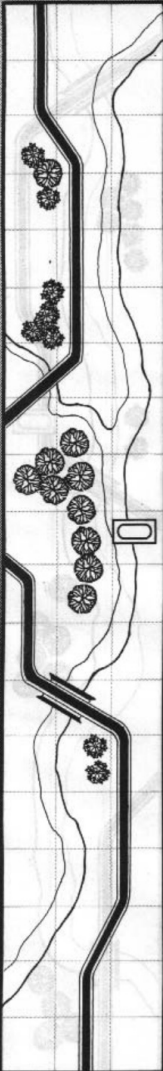
Range is the distance between the attacker and his target. To determine range, simply count the number of hexes from the attacking unit to the target, following the shortest path. Begin at the hex next to the attacker and count along the line-of-sight, including the target's hex in the total.

In **BattleForce**, range merely determines which units may be fired upon in a given turn. Long Tom indirect-fire heavy artillery units, however, cannot depress their barrels low enough to fire over open sights and therefore have a minimum as well as a maximum range. Long Tom artillery cannot attack targets that fall short of this minimum range. Sniper light artillery units do not have a minimum range and may fire at any hex, out to their full range.

When making attacks against units more than one hex away, use the Ranged Attack Value. When making attacks against units in the same or adjacent hexes, the attacker may use the Close Attack Value or the Ranged Attack Value. There is one exception to this rule. Units adjacent to each other, but on different elevations, use the Ranged Attack Value when attacking.



BATTLEFORCE



ATTACKING

A player may attack if his unit and the situation meet two requirements. The target must be within range of an attacker's weapons and there must be a clear line-of-sight to the target. If so, the attacker states which Attack Value he is using and asks the defender to call out the target's Defensive Value. The attacker then subtracts the target's Defensive Value from his Attack Value, and applies any modifiers. An attacker may fire even if his Attack Value is 0 or a negative number (except for trucks which have no combat ability). To determine the results, the Attacker will roll two dice against that column number on the Combat Results Table.

The attacking player may voluntarily reduce the firepower of his attacking unit and declare a value lower than his maximum attack strength. Such tactics are very important, because they can confuse an opponent and hide the attacker's real strength.

Subtracting the Defensive Value from the Attack Value results in a positive or negative number that corresponds to a column on the Combat Results Table. The terrain, unit experience level, or other factors may modify this number by shifting it to columns on either the left or right.

Having determined the modified column, the attacking player rolls 2D6 and adds together the result. Then, he locates the point where the Die Roll Row and the Column Number intersect on the Combat Results Table. The player will find either a number, a letter, or a blank space at that intersection. A number result gives the number of damage steps the target unit takes, which is applied immediately. A D result means that the defender was forced to make a Disruption Roll. A C result means that the defender has suffered a critical hit. Disruption Rolls and Critical Hits are explained below. A blank space means that the attacker missed his target.

ATTACK MODIFIERS

Depending on the experience level, terrain, and other special cases, Attack Modifiers are expressed in column shifts on the Combat Results Table. A negative number is a column shift to the left, which lessens the chance of damage to the target. Positive numbers shift to the right, which increases the chance of damage to the target.

Experience Modifiers

There are four Experience Levels: Green, Regular, Veteran, and Elite. A unit's experience is a major factor in the success or failure of its attacks. The Experience Level Modifiers Table indicates the bonuses or penalties that apply.

EXPERIENCE LEVEL MODIFIERS TABLE

Experience Level	Column Shifts
Green	-1
Regular	0
Veteran	+1
Elite	+2

COMBAT RESULTS TABLE

	-10	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
2	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
3				D	D	D	D	D	1	1	1	1	2	2	2	2	3	3	3	4	4	4
4							D	D	D	1	1	1	1	2	2	2	3	3	3	4	4	4
5								D	D	D	1	1	1	1	2	2	2	3	3	3	4	4
6									D	D	1	1	1	1	2	2	2	2	3	3	4	4
7										D	D	1	1	1	1	2	2	2	2	3	4	4
8											D	D	1	1	1	1	2	2	2	2	3	4
9												D	D	1	1	1	1	2	2	2	3	4
10													D	1	1	1	1	2	2	2	3	4
11															D	1	1	1	1	2	2	3
12																	D	1	1	1	1	2

A number result gives the number of damage steps the target unit takes, which is applied immediately.

A D result means that the defender was forced to make a Disruption Check.

A C result means that the defender has suffered a critical hit.

A blank space means that the attacker missed his target.

TERRAIN MODIFIERS

The terrain of a target's hex as well as all intervening terrain between the attacker and target may make it harder to score a hit. All terrain modifiers for ranged attacks shift the columns on the Combat Results Table to the left. If the attacker must fire through a Heavy Woods hex to hit a target on a clear, open hex, he consults the Terrain Modifiers Table and finds a -2, which indicates that he shifts two columns to the left to determine the result.

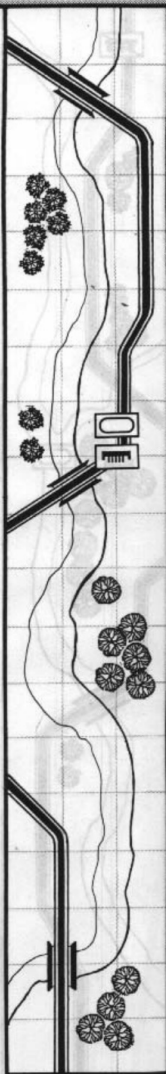
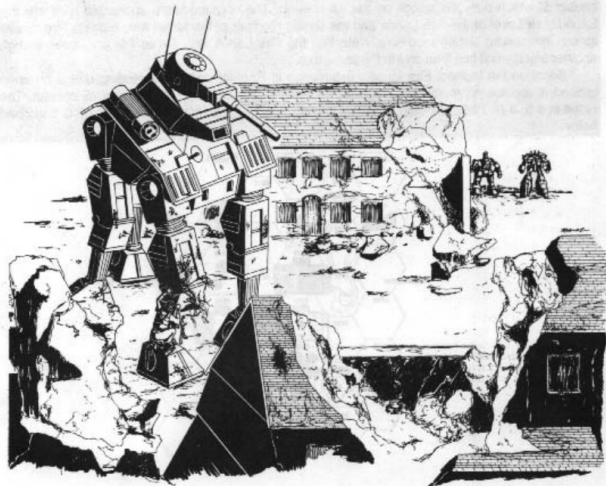
The attacker must always use the shortest path to a target when figuring intervening terrain. He cannot avoid column shift penalties by 'going around' a terrain feature. Indirect fire units ignore any intervening terrain modifiers, but still must count the terrain modifier of the target hex.

Terrain modifiers are cumulative and always shift the column number to the left.

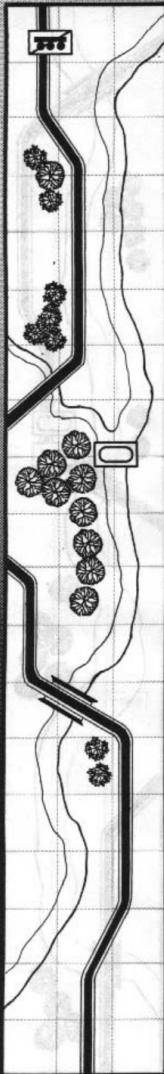
TERRAIN MODIFIERS TABLE

Terrain	Column Shifts
Level 1 water	0
Level 2 water	-6 (only if defender is in hex)*
Open Ground	0
Light Woods	-1
Heavy Woods	-2
Rough	-1
Light Buildings	-2
Medium Buildings	-3
Heavy Buildings	-4
Hardened Buildings	-6
Rubble	-1
Target Unit Disrupted	+2

*The modifier for Level 2 water is used only if the defender is in the Water hex. It is never used as an intervening terrain modifier.



BATTLEFORCE



After a few days of maneuvering, the 7th Crusis Lancers finally draw the elusive Moore's Bandits into a pitched battle. As the main attack develops to the north, a company from Clifton's Battalion of the Lancers attempts an end run around the flank of the extended Bandit formations. Near a small town three miles from the capital, Lexington's Company, composed of an Assault 'Mech Lance (in Hex 0314), a Medium 'Mech Lance (in Hex 0514), and a Fire 'Mech Lance with Step 1 Damage (in Hex 0316) collides with the Heavy 'Mech Lance (in Hex 0313) and the Medium 'Mech Lance (in Hex 0512) of Moore's Bandits company.

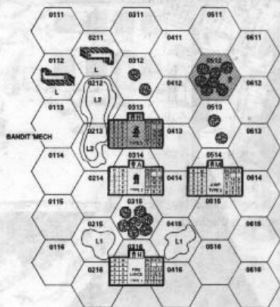
The 7th Crusis Lancers fire first. The Assault 'Mech has earlier spotted the Bandit Heavy 'Mech and has moved next to it. The Assault 'Mech attacks with its Close Attack Value (CA) of 20 against the Heavy 'Mech's Defensive Value of 12, a base of +8. The Assault lance is an Elite unit, and so it moves its attack two columns to the right to the +10 column. As there are no intervening terrain or other modifiers, the attacking player rolls two dice against the Combat Results Table. The result is a 7. The phasing player finds the intersection between the Die Roll Row and the +10 column. The result is one step damage for the Bandit Lance. The non-phasing player immediately replaces its Step 0 chit with a Step 1 chit. If the Bandit lance had been in Hex 0213, he would have been one elevation higher than the Assault lance, which would have prevented the Assault unit from using its Close Attack Value.

Next, the Medium Crusis lance in 0514 fires at the Medium Bandit lance. The Bandit lance is in a Heavy Woods hex. A Light Woods hex lies between the attacker and defender. The Light Woods is not enough to block LOS, but it does modify the combat result.

The Crusis Lancers Veteran Medium lance plans to voluntarily reduce its ranged attack strength to hide its true strength. The phasing player states his Attack Value is 9. The non-phasing player tells him the Defensive Value is 8. The base column on the Combat Results Table is +1. The Heavy 'Mech Lancers unit is a veteran, which shifts the columns one to the right (+1), but he must also shift two columns to the left for the Heavy Woods hex where the enemy unit is located (-2). The attacker again shifts one column to the left because of the intervening Light Woods hex (-1). The result is the -1 column (+1 column + 1 - 2 - 1 = -1 column). Rolling a 7 on 2D6 results in a blank space on the Combat Results Table. The Medium 'Mech missed.

Finally, it is the 7th Crusis Fire Lance's turn to fire. It does not have a clear line-of-sight to any enemy unit, but it can use the Assault Lance as a forward observer. It fires on the Bandit 'Mech spotted in Hex 0313. The Fire Lance's attack strength would normally be 18, but the Fire Lance has Step 1 damage, which reduces the Attack Value to 15. Because the Heavy 'Mech Bandit unit has lost a step to the Assault 'Mech attack, its new Defensive Value is 10. 15 - 10 equals 5, which puts the attack on the +5 column. The only modifiers applicable here are the Experience Level of the Fire Lance and the terrain modifier of the target hex. Indirect Fire lances ignore intervening terrain modifiers. Note that the Fire Lance may fire at this unit, even though another friendly unit has fired on it in the same turn.

Because the Indirect Fire lance's experience is Regular and the defending unit is on open ground, there are no modifiers. The attacking player rolls two dice against the +5 column. The result is a 5, a D. The defending unit must immediately make a Disruption Roll, which is described below.



EFFECTS OF FIRE

The numbers on the Combat Results Table determine the number of damage steps that the target may take. With each damage step taken, the defending player places the appropriate Step chit in one of the front flaps of the counter, facing him. He will now use the values indicated by the appropriately colored Damage Step row. For instance, if a defending unit has suffered one damage step, the defending player places a green Step 1 chit in the front flap. The damaged lance now uses the green line of his counter for all values.

The Combat Results Table also determines two other possible effects. The letter *C* on the table stands for Critical Hit. When this result is rolled, the attacking player makes an additional roll with 2D6 against the Critical Hit Table. The results apply immediately.

The other possible result on the Combat Results Table is *D*, which stands for Disruption Roll. The Defending unit must immediately roll against the Disruption Roll Table. If the result rolled on 2D6 is less than that given for the unit's Experience Level, the roll fails. The soldiers in the unit are scattered; some lose their nerve and panic, while others stop to check for orders.

If the number rolled is equal to or greater than the appropriate number, the roll succeeds. The unit may move and fire normally next turn.

CRITICAL HIT TABLE

Die Roll	Event
2	Unit Destroyed
3	Unit Surrenders
4	Unit Breaks and Flees
5	Unit Takes three Damage Steps
6	Unit Takes two Damage Steps
7	Unit Takes one Damage Step
8	Unit Takes two Damage Steps
9	Unit Takes three Damage Steps
10	Unit Breaks and Flees
11	Unit Surrenders
12	Unit Destroyed

Table Explanations:

Unit Takes Damage Steps: Unit immediately takes the indicated number of damage steps.

Unit Breaks and Flees: Unit is immediately removed from the board. However, it may rally and return to the board on any Open hex adjacent to any of the player's undisrupted units. To rally, the unit must roll a 12 on 2D6. The phasing player may roll once per broken unit per turn. Experience Level modifiers for a Disruption Roll must be applied.

Unit Surrenders: Unit is immediately toppled face down as a Disrupted unit and may not move, attack, sight, or act as forward observer. The unit may not right itself at the end of the turn, but must remain toppled until a friendly or enemy unit moves into the same hex. If a friendly unit moves into the hex first, the unit is righted on the next turn and acts normally. If an enemy unit moves into the hex first, the unit is immediately removed from the board. It has been captured by the enemy. In a campaign, enemy units may replace the captured unit with one of their own units of the same class and type, or the captured unit may be broken up for salvage. One salvage marker is earned for each step remaining on the captured unit.

Unit Destroyed: A Critical Hit explodes an ammunition magazine and sets off a chain reaction. The unit immediately takes four damage steps. All units adjacent to or in the same hex as the exploding unit are immediately attacked, using the +5 column on the Combat Results Table. No modifiers apply. All units caught in the blast must also make a Disruption Roll. Units destroyed in this manner do not leave salvage markers.



BATTLEFORCE

DISRUPTION EFFECTS

To indicate a unit's disrupted status, the player sets the counter information-side down on the map. Disrupted units may not attack or move for one turn. They may not detect enemy units or serve as forward observers for indirect fire units. If the Attacker attacks or overruns a Disrupted unit, it gives him +2 column shifts on the Combat Results Table.

Air Units who fail a Disruption Roll continue to move normally, but cannot attack, act as forward observers, or detect hidden enemy units for one turn.

A disrupted unit that is forced to make another Disruption Roll in the same turn subtracts 1 point from the die roll result. If the disrupted unit fails another Disruption Roll, it takes one step loss.

At the end of a player's turn, he may stand up any Disrupted units.

DISRUPTION ROLL TABLE

Experience	Die Roll
Elite	4
Veteran	6
Regular	7
Green	9

Modifiers

Unit is Damaged	-1
Already Disrupted	-1

Optional Rule: Morale Check

Every time a unit takes a damage step, it must make a Disruption Roll. If the roll succeeds, the unit proceeds as usual. If the roll fails, its movement is interrupted. This rule makes Elite units even more powerful and also tends to slow the game down, but it does add another touch of realism to the play.

SPECIAL COMBAT RULES

Buildings

Building hexes may be turned into Rubble hexes as a result of attacks. When a unit is attacking buildings, use the Combat Results Table. The attacking unit's Attack Value (either close attack or ranged attack) is the column number. Then use the building's terrain modifier as the number of columns shifted to the left. Add any other column shifts due to intervening terrain. Roll the dice normally. The building will be reduced to rubble on any step damage of 2 or more. Ignore Critical Hits, Disruption Rolls, and Step 1 Losses. If the Building hex is reduced to rubble, place a Rubble Counter in the hex, where it will remain for the rest of the game.

Close Assault

Infantry units may perform a special attack called Close Assault if the attacker is in the same hex as the target. Close Assault allows the infantry to use the +5 column of the Combat Results Table, no matter what the target's Defensive Value or terrain modifiers. However, the infantry unit automatically takes two damage steps at the end of the attack.

Infantry units performing a Close Assault may add Experience Level modifiers.



Overburn Combat

Combat using Overburn works the same way as movement. For overburn, all attack values move up one notch. Close Attack Values, however, do not increase above Full Strength level. Ranged Attack Values increase, moving up one notch above the Step 0 values of a unit to the Overburn Ranged Attack Values in the red row of the counter.

At the end of the Combat Phase, the overburning unit must immediately take one damage step. There is one important exception to this rule. If a 'Mech is standing in water when it fires, this automatic damage step does not apply. For example, a Medium 'Mech lance with Step 1 damage declares it is overburning. For that one turn, it can use its Full Strength Attack Value of 8. At the end of its turn, it automatically takes another damage step which puts it at Step 2 damage. If the 'Mech were standing in water, however, it could make the Overburn Attack and not take a damage step at the end of its turn.

					
R	M		RA	CA	D
3	6	 JUMP TYPE 3	14		
3	4		11	14	9
3	4		9	11	7
3	4		7	8	5
3	4		5	5	3

Starts at Step 1 row

Uses overburn for Full Strength values

Ends up at Step 2 row as a result of Overburn Combat

Mine Attacks

Mines are explosives buried underground that are set to detonate when an enemy or friendly unit enters the hex. Mine counters are not placed on the map. Instead, during game set-up of specified scenarios, players should write down the hex number for each of their mines on a separate sheet of paper. During the Movement Phase, the first unit (except Air Units) to enter that hex immediately suffers a mine attack. Use a Bomb Counter to designate that a Mine Attack is taking place.

Mines have an Attack Value of 5. If more than one is placed in a single hex, combine their Attack Values for a single attack value against the unit that set them off. The attack is immediately resolved on the Combat Results Table, with no modifiers applicable. Surviving units may not move for the rest of the phasing player's turn. After the mine attack is resolved, the bomb chit is removed.

Jumping units set off mines only when they end their movement in a mined hex. Air Units never set off mines.

Mines may be placed in any terrain type except water.

Hidden Infantry

Hidden Infantry are used just like mines, except for the following important distinctions:

1. A Hidden Infantry unit attacks only an enemy land unit that enters its hex. Hidden Infantry is revealed when the first enemy land unit enters. The Hidden Infantry may attack immediately if the player so chooses.

2. Infantry attacks use the Close Assault Attack procedure explained above, including the loss of two damage steps at the end of the attack.

3. After the initial attack, the Infantry counter is placed on the board with its information blind removed.

4. Only one Infantry unit may be hidden per square.



BATTLEFORCE

SPECIAL UNITS

AIR LANCES

Crucial to any plan of defense or attack, an Air Lance is the field commander's most important auxiliary weapon. Air Lances differ in many ways from ground units. They are composed of only two AeroSpace Fighters, which are always of the same type. They move much faster than do ground units and perform several different types of attacks. These variations on the basic rules are explained below.

The illustration shows an Air Lance counter and explains the value categories printed at the head each column.

AA: Air Attack Value
R: Air Combat Range
D: Defensive Value
ST: Strafing Attack Value
M: Maximum Movement Points

		★M			
R	M			ST	AA D
15	15			10	15 10
15	15			6	8 6
		TYPE 2			

UNIT TYPES

Light AeroSpace Fighters

Fast and light, these fighters are designed for a tactical ground support role and may carry the largest bomb loads.

Medium AeroSpace Fighters

These are intermediate fighters with average statistics. They do not have as much firepower as the Heavy Fighters and are slower than the Light Fighters. They are a common sight over the battlefield.

Heavy AeroSpace Fighters

Nicknamed 'Mechbusters, the Heavy Fighters usually do not enter atmospheric battles, preferring to stay in outer space. When they do enter the atmosphere, they are a potent weapon, feared by both land and air units.

MOVEMENT

Most AeroSpace Fighters are built for space combat. To interact with **BattleForce** ground units, AeroSpace Fighters must travel at extremely slow speeds, which reduces the efficiency of their heat sinks. In the thick atmosphere of most landing zones, heat builds up even faster to hamper a fighter's range and maneuverability.

The fighter's maximum movement allowance is printed on the counter. Because they fly high over the battlefield, fighters ignore all terrain features while moving. All movement must be in a straight line of hexes. Only at the beginning of the Movement Phase may Air lances change their movement to any other direction the player desires. Air lances are not required to move their full allowance, but they must move at least two hexes per turn.

Air lances may choose to leave the field of battle at any time by simply flying into the upper atmosphere. A unit that makes this choice may not reenter the game.

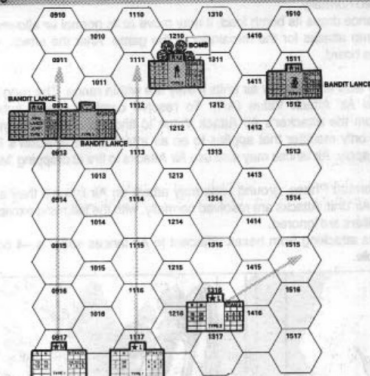
Air lances that carry bomb loads reduce their maximum movement allowance. They may not move at their normal maximum movement allowance until they have dropped the bombs. The Bomb Load Table indicates the reduction in maximum movement and the maximum allowable bomb load for different types of AeroSpace Fighters.

BOMB LOAD TABLE	
Bomb Load	Movement Reduction
5	1
10	2 maximum load of Heavy Air Units
15	3 maximum load of Medium Air Units
20	4
25	5
30	6 maximum load of Light Air Units

Bomb load chits slip into the base of the AeroSpace counter, facing the player. After dropping the bomb, the player removes the chit and places it face up on the target hex. AeroSpace units may carry only one bomb load per game.

For example, a Light AeroSpace Fighter with a maximum movement allowance of 12 carries a 30-point bomb load. This unit may now move no faster than six hexes per turn ($12 - 6 = 6$). After dropping the bomb, the Light Fighter's maximum allowance returns to 12. The bomb attack is resolved normally during the Combat Phase. After combat, the bomb marker is removed.

The 7th Crusis Lancers had air superiority from the start of the campaign. In this example, York's Air Company maneuvers to blast the fleeing lances of Moore's Bandits. Opposing them over the battlefield is a single Bandits lance of Light AeroSpace Fighters. Moving in a straight line, the Lancers' Heavy air lance cuts off the retreating mercenaries by moving to Hex 0911. Meanwhile, the Light AeroSpace lance is laden with a 30-point bomb load. With its movement reduced to six hexes, the unit moves to Hex 1111. Finally, the Medium lance circles around to attack the Bandit Light Air unit. It must move two hexes, which takes it to Hex 1515.

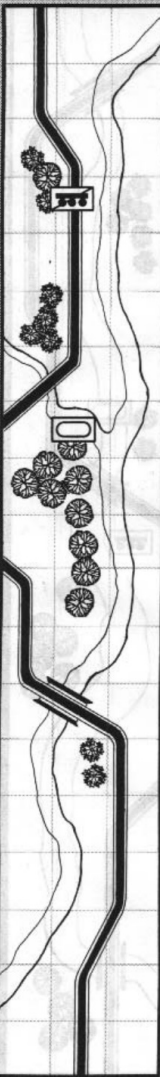


ESR DETECTION

AeroSpace Fighters are not affected by line-of-sight rules in the same way as ground units. First, they are always seen while on the mapsheet. They do not use blinds to hide their class or type. Second, their advantage of height allows fighters to see past all types of blocking terrain. They may not see units that are hidden within a Heavy Woods or Building hex, however, unless they are adjacent to or within the same hex, but AeroSpace Fighters can sight ground units in open terrain behind blocking terrain if the ground force is in its ESR range. Finally, AeroSpace Fighters add +1 to their range for all ESR detection.



BATTLEFORCE



COMBAT

Air lances may perform one of three different attacks in a single game turn. These are Strafing Attacks, Bomb Attacks, or Air Attacks. In response, ground units may also fire at Air Units.

Strafing

A Strafing attack is a low-level dive through a single hex, with the fighter's energy weapons blasting everything in his path. A fighter may make a strafing attack against any one hex. The fighter must be on or adjacent to the hex to strafe it. Every ground unit in that one hex (enemy or friendly) suffers a separate attack.

The Air Unit subtracts the defending unit's Defensive Value from its Strafing Attack Value to find its column number on the Combat Results Table. This column is then modified by the usual Experience Level, Terrain, and Special Cases modifiers. The attack is resolved individually for each unit in a hex in the usual manner.

Air Units may make unlimited strafing attacks during the course of the game, but may only attack one hex per turn.

Bombing

At the beginning of most scenarios, each player is told the total number of bomb points available to him. It is up to the player to divide these bomb points between his Air Units. The player may not exceed the maximum allowable load for each type of fighter. He must also use the Bomb Load counters provided and may not split up the bomb points represented by each counter. The player does not have to use all the bomb points given him, but if he does not allocate them before the game starts, he loses them.

After ending its movement, an Air Unit may make a bomb attack against units in the same or adjacent hexes. To begin the attack, the player places the Bomb Load counter face up in the hex. The Bomb Attack Value is the number of bomb points that the Air Unit carries. Each ground unit (enemy and friendly) within the target hex suffers a full attack by the bomb. Figure each attack individually by subtracting the target's Defensive Value from the Full Strength of the bomb unit. This attack is modified as usual by the experience level, terrain, and special cases. The attack is then resolved normally.

Once an Air Lance drops its bomb load, it may move at its normal MP allowance. The unit may make no further bomb attacks for the remainder of the game. After the attack, remove the bomb load counter from the board.

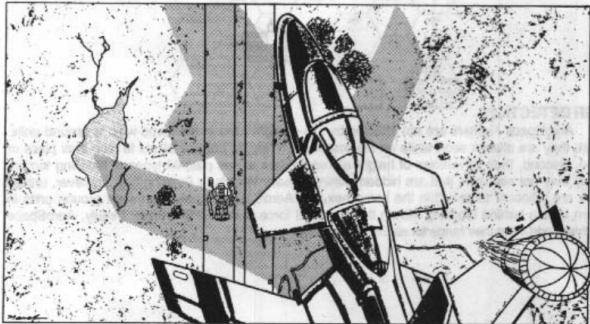
Air Attacks

Air lances may also attack other air units if they are within range. The range is printed on the counter next to the Air Attack Value (AA). To resolve combat, simply subtract the target's Defensive Value from the attacker's Air Attack Value to find the correct column on the Combat Results Table. The only modifier that applies to an air attack is the attacker's Experience Level. No terrain modifiers apply. Air lances may also use Air Attacks to fire at dropping Mechs.

Ground Fire

During their Combat Phase, ground units may attack an Air lance if they are in the same or adjacent hex as the Air Unit. Attacks are resolved normally, with the following exceptions:

1. Terrain modifiers are ignored.
2. Ground units attacking from hexes adjacent to Air lances suffer a -4 column shift on the Combat Results Table.



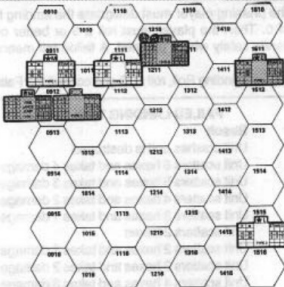
DAMAGE

Air Lances that fail a Disruption Roll may still move normally, but may not attack, spot for indirect fire units, or detect hidden enemy units for one turn. Air Lances have only two damage steps instead of the normal four. Air Units that are destroyed do not leave a salvage marker.

The three fighters from the previous example now attack the ground units. The Lancers Heavy AeroSpace unit in Hex 0911 strafe attacks the two enemy units in Hex 0912. Using its Strafing Value of 13, it rolls on the +5 column for the Full Strength Fire Lance ($13 - 9 = 4 + 1$ for the Veteran level of the fighter = +5). It also attacks the Medium Tracked unit on the +8 column ($13 + 1 - 6 = +8$). Each attack is rolled separately.

Meanwhile, the Light Fighter drops its 30-point bomb load on the Medium Mech in Hex 1210. Subtract the Medium Mech's 10 Defensive Value from the Light Fighter's Attack Value of 30 for a result of +20. Using the highest column possible, the +15 column, apply a -1 modifier for the Green experience level of the Light Fighter, and a -3 for the Heavy Woods hex where the Medium Mech is located. The result is the +11 column.

Finally, the second Light AeroSpace Fighter attacks the Bandit Light AeroSpace Fighter using its AAV value of 8. Subtracting the Light Fighter's defensive points from the attacker's, the result is +4. The Regular level of the Lightfighter gives no other modifiers and so the attack is rolled on the +4 column.



DROPSHIPS

DropShips are the large, heavily armed and armored craft that transport Mechs and AeroSpace Fighters from system jump points to their target planets. Once in close orbit around a target planet, DropShips can enter the atmosphere or begin Mech drop procedures. (See page 15.)

It is rare for a DropShip to participate in large-scale battles, but the sudden appearance of its heavy firepower and armor can often decide the issue very quickly.

DROPSHIP COUNTERS

DropShips are represented by the counter shown below. DropShip type is never hidden by blinds. The column headings on a DropShip counter are explained in the illustration below:

D: Defensive Value
RA: Range Attack Value
R: Combat Range

RA	R	D
13/12	6	7
11/10	6	7
9/8	6	7
7/6	6	7

All DropShips add +4 to normal ESR range. DropShips have 8 Damage Steps instead of the normal four.



BATTLEFORCE

MOVEMENT

DropShips do not so much fly as plummet. The only movement allowed to them is that of dropping and landing. The individual scenarios in this book specify whether DropShips are available to the players and if they are already on the field or are making a landing.

A DropShip may carry other units into play. These units can debark after the DropShip lands. Some scenarios give players the option of carrying units inside their dropping DropShips. The number of units carried depends on the DropShip type, as shown on the DropShip Load Table.

DROPSHIP LOAD TABLE

DropShip	Maximum Number of Lances Carried
Leopard	1
Union	3
Overlord	12

DropShips can carry AeroSpace Fighters, but the fighters cannot debark after landing. Debarkation of units is covered below.

To land a DropShip, the phasing player must designate the landing hex, which must be open terrain with an elevation of 0. Then the player must roll a 5 or better on 2D6. A successful roll means that the DropShip lands safely where planned. A failed roll means that the DropShip was damaged in landing.

To find the results of a failed Landing Roll, roll 2D6 and consult the Failed Landing Table.

FAILED LANDING TABLE

Die Roll	Result
2	Unit crashes and is destroyed
3	Unit scatters 6 hexes and takes 4 damage steps
4	Unit scatters 5 hexes and takes 3 damage steps
5	Unit scatters 4 hexes and takes 2 damage steps
6	Unit scatters 3 hexes and takes 1 damage step
7	Unit scatters 2 hexes
8	Unit scatters 2 hexes and takes 1 damage step
9	Unit scatters 3 hexes and takes 2 damage steps
10	Unit scatters 4 hexes and takes 3 damage steps
11	Unit scatters 5 hexes and takes 4 damage steps
12	Unit crashes and is destroyed

SCATTERING

Using the scatter diagram below, roll 1D6 to determine the direction of the scatter. Count out the hexes, starting with the intended landing hex, and place the DropShip on the new hex.

If a DropShip scatters onto a hex containing other units (other than AeroSpace Fighters), those unfortunate units are automatically and completely destroyed. The DropShip is undamaged. No salvage marker is placed where the units were located. A DropShip may not intentionally drop onto other units, however.

If a DropShip scatters onto a hex containing AeroSpace Fighters, the fighter unit moves to an adjacent hex of its choosing.



Scatter Diagram

DAMAGE

If a DropShip is damaged while carrying ground units, those units may not survive the landing. For each unit that the damaged DropShip carries, roll 1D6 and add 2, plus the number of damage steps the DropShip has taken. This is the column of the Combat Results Table used to determine damage to the Mech. Roll normally using 2D6 and then immediately apply any step damage results to the units.

Units aboard a DropShip destroyed in landing are destroyed along with it.

DEBARKING

On the next movement phase following the landing, units carried by the DropShip may move outside the ship. All, some, or none of the units inside a DropShip may debark, at the player's choice. There is no penalty for moving out of a DropShip. Units leaving the DropShip are placed on the hex next to the DropShip and may immediately move their normal movement allowance.

Units inside a DropShip may not fire their weapons, sight for other units, or make any action except to debark from the DropShip.

Units may move back into a DropShip without spending additional MP. The unit must have enough movement points to move into the hex of the DropShip, however. To indicate that choice, the player removes the unit counter from the mapsheet and places it to the side. It is recommended that the players write each DropShip's name on a separate sheet of paper. When units enter that DropShip, the player indicates it by placing counters on the appropriate sheet of paper.

Units may leave the protection of the DropShip at any time during their Movement Phase. Units inside a DropShip that takes eight damage steps are also destroyed. When destroyed, a DropShip leaves three salvage markers, plus one salvage marker for every unit it was carrying at the time it took the final damage step.

COMBAT

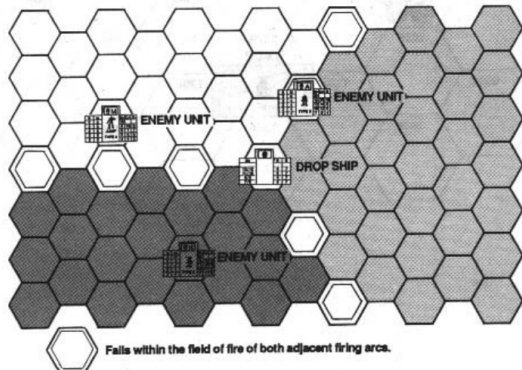
Once a DropShip has landed, it can bring its formidable weapons into combat. Because a DropShip cannot move on the ground, it cannot concentrate its weapons on any single target, however. DropShips are the only units in **BattleForce** that can fire at more than one unit per turn, and they are the only units that have firing arcs.

A firing arc is a limited area of hexes within which the DropShip's weapons can fire. Each DropShip has three different firing arcs, as shown in the illustration. For each of the three firing arcs, the DropShip may use its full Ranged Attack Value to fire on one unit that is within range and line-of-sight.

An exception to the firing arc rule are attacks on Air Units. A DropShip may use its Attack Value against any enemy Air Unit within range, because the firing arcs apply only to ground combat. In other words, a DropShip can attack the same Air lance three times in one turn. There are no modifications to this attack.

DropShips ignore all Disruption Roll results on the Combat Results Table.

FIRING ARCS



BATTLEFORCE

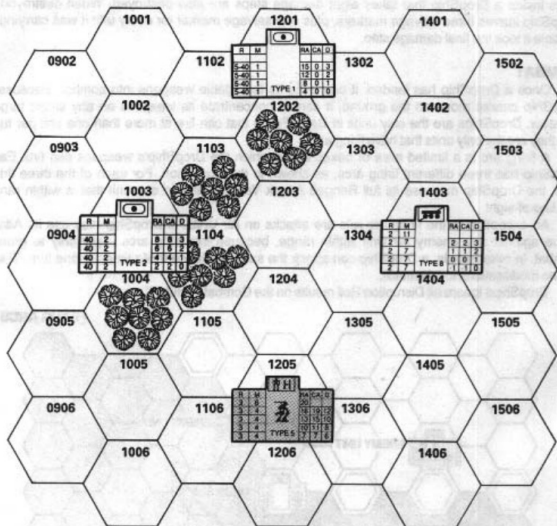
ARTILLERY

Long Toms and Snipers are the two types of Artillery units available in **BattleForce**. Long Toms have a longer range and are more powerful than Snipers, but they also have a minimum range of five hexes for all attacks. Snipers are not as powerful, but they do not have a minimum range restriction.

In addition to firing at units they can see, Artillery Units can also fire indirectly at units sighted by other friendly units. As long as one friendly unit has a clear line-of-sight to an enemy unit, Long Toms and Snipers can attack it.

When attacking a target directly or indirectly, the Artillery Unit uses the regular attack procedure. Indirect fire is always directed at individual units.

The Long Tom Artillery Unit cannot fire at the Mech in Hex 1205 because the target is below the minimum range. However, the Sniper artillery in Hex 1003 can fire at the unit. Both the Long Tom and Sniper units are using the Wheeled unit in Hex 1403 as a forward observer. The Wheeled unit can act as forward observer for any number of indirect fire units.



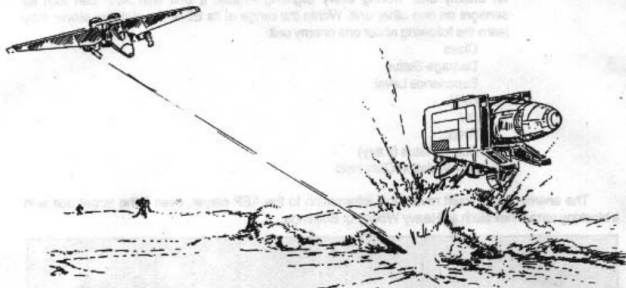
USING VARIATION CHITS

Certain scenarios allow players to choose some of the following variation chits. Players must place them with units at the beginning of the game. They are not transferable.

BOMB
5

BOMB

See Bomb Attack Rules in the **AeroSpace Fighter** section. Bomb points may not be split up into smaller or larger numbers. Bomb Chits are also used to designate Mine Attacks.



RECON
+2 ESR

RECON + 2 ESR

A unit with this chit adds +2 hexes to its ESR detection range. Units may only have one chit increasing their ESR range.

EXTRA
MECH

EXTRA 'MECH

This variation represents an additional unit assigned to a lance. The counter can be used in two ways. First, the lance can use its Overburn Ranged Attack Value every turn without fear of taking a damage step. Second, if the lance suffers damage, the first damage step is absorbed by the Extra 'Mech chit, which is removed. Units may only use one Extra 'Mech per battle.

JUMP

JUMP

This variation chit makes any 'Mech unit jump-capable. To be jump-capable, Assault 'Mechs must have two Jump chits.

FIRE
POWER
+2

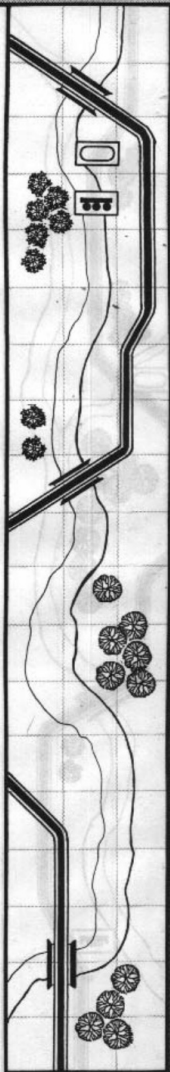
FIREPOWER

This chit upgrades the unit's firepower by increasing the Ranged Attack Value by the amount printed on the chit. Units may only have one chit adding to their firepower, and may use it only once.

ARMOR
VALUE
+2

ARMOR VALUE

This chit upgrades a unit's Defensive Value by the number of points printed on the chit. Units may have only one chit adding to their armor values.



BATTLEFORCE

ECM

ECM

ECM stands for Electronic Counter Measures. This variation chit allows a unit to keep its information blind in place even after it comes within ESR range of another unit. To detect the unit, an enemy must move into the same or an adjacent hex to the hidden unit.

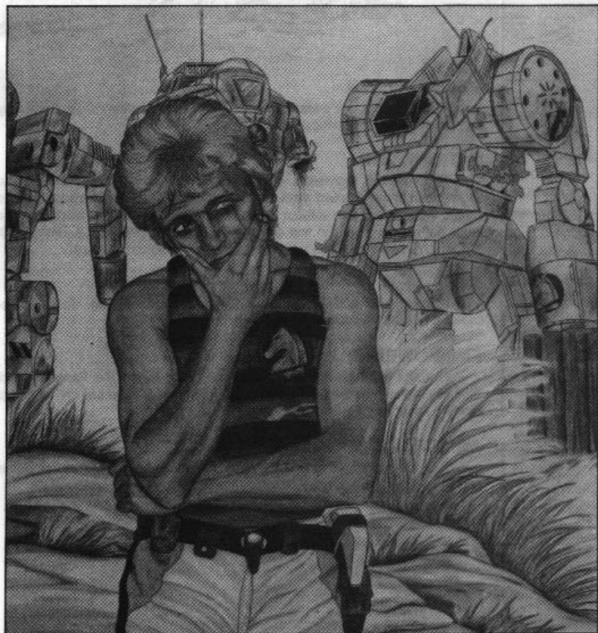
AEP

AEP

AEP stands for Active Electronic Probe, which is the opposite of ECM. Each unit with AEP has special sensors many times more powerful than most battlefield radar. These probes allow a unit to sense almost everything about an enemy unit. During every Sighting Phase, a unit with AEP can turn its sensors on one other unit. Within the range of its ESR, the sighting player may learn the following about one enemy unit:

- Class
- Damage Status
- Experience Level
- RAV
- DV
- RNG
- Bomb Status (if any)
- Any Variation Chits held

The enemy player must reveal this information to the AEP player, even if the target unit is in a blocking terrain hex such as Heavy Woods or Buildings.



CREATING LANCES AND REGIMENTS

Though **BattleForce** lances do show some differences in weight and capabilities, the playing pieces do not represent specific mixtures such as four *BattleMasters*, *Wasps*, or special, player-designed 'Mechs. Rather, they represent the averaged capabilities of 'Mech, Vehicle, or Air lances common to the battlefields of the 31st century. Players who wish to incorporate their own custom-designed lances can use the following simple system of formulas to convert the statistics for their **BattleTech** lances directly to **BattleForce** values.

There are only two restrictions. First, player-created lances must consist of all 'Mechs, Air Units, or Vehicles rather than a mixture. Second, lances may consist of no more than four 'Mechs or vehicles. If a unit has less than four members, the player still uses 4 as his divisor in making conversions.

When working with the lance creation system in this chapter, players will need a sheet of scratch paper, a pen or pencil, copies of their **BattleTech** Record Sheets. Players will have to construct their own unit counters.

If players intend to use 'Mechs, machines, or aircraft whose statistics have already been created by FASA, they may simply look these up in the **BattleForce Values Table**, and proceed directly to the Quick Lance Creation System on p.42.

CREATING 'MECH LANCES

When four Vehicles or 'Mechs join together as a single fighting unit, they create a lance. This chapter includes a number of tables that allow players to easily convert their customized lances for use in **BattleForce** by adding together the statistics for all machines in the unit and then dividing by 4 to get the average.

The procedure is easy to use and includes the following steps:

1. Determine the Defensive Value
2. Calculate Ranged Attack Value
3. Determine Range Rating
4. Calculate Close Attack and Overburn Attack Values
5. Determine Movement Allowance
6. Find Step Damage Values
7. Determine Special Variations
8. Find the Unit's Experience Level
9. Create the playing piece

As a running example of the system, these rules use a hypothetical lance named the Four Brothers. A mercenary unit, the Four Brothers has served with many companies and regiments in its brief history. As their name implies, the four MechWarriors in the lance are blood brothers. With other relatives serving as technicians and support troops, this lance is definitely a family business.

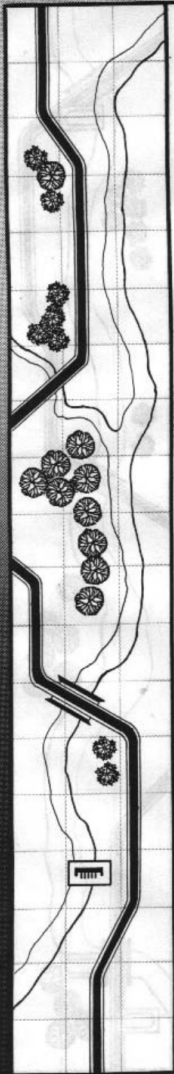
The Four Brothers consists of a *Wasp*, a *Thunderbolt*, a *Vindicator*, and a *Hatchetman*. [NOTE: For ease of explanation, we use the statistics given in FASA's **BattleTech Technical Readout 3025**, though players would normally skip to the **Quick Lance Creation System** for pre-generated machines such as these.]

DETERMINE THE DEFENSIVE VALUE

Step 1 is to determine the unit's Defensive Value, which depends on how much armor it carries. Consult the Defensive Value Table below for each machine in the lance to get the base numbers. If the 'Mech is jump-capable, add 1 point to its 'Mech Defensive Value. Then add together the Defensive Values for all 'Mechs in the lance, and divide by 4. Round up for fractions of .5 or more, and drop fractions of less than .5.



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The jump-capable *Wasp* in the Four Brothers lance has 3 tons of armor. According to the Defensive Value Table, this gives it a base value of 4, plus 1 point for its jump jets, for a total of 5. Now add up the Defensive Values for all four 'Mechs in the unit:

Thunderbolt	10
Vindicator	9
Hatchelman	7
Wasp	5
Total:	31

We now divide the lance's total Defensive Value of 30 by 4, with a result of 7.75. Rounding this number up, we find that the Four Brothers' Defensive Value is 8.

DEFENSIVE VALUE TABLE

Tons of Armor	Base Defensive Value
0.0-1.0	2
1.1-2.5	3
2.6-4.0	4
4.1-5.5	5
5.6-7.0	6
7.1-8.5	7
8.6-10.0	8
10.1-11.5	9
11.6-13.0	10
13.1-14.5	11
14.6-16.0	12
16.1-17.5	13
17.6-19.0	14

DETERMINE RANGED ATTACK VALUE

To find the Ranged Attack Value for player-created lances, first consult the Maximum Damage Table (p. 37) to find the total damage each 'Mech's weapons can do in one turn and add them together. Next, compare the result to the Attack Value Table to find the Ranged Attack Value for each 'Mech in the lance. Finally, add together all the Ranged Attack Values and divide by 4.

The Four Brothers' *Thunderbolt* has one large laser, one LRM 15-rack, three medium lasers, one SRM 2-rack, and two machine guns. The Maximum Damage values for each of these weapons for one turn are:

1 Large Laser	8
1 LRM-15	9
3 Medium Lasers	15 (5 x 3)
1 SRM-2	2
2 Machine Guns	4 (2 x 2)
Total	38

Referring to the Maximum Damage Table, we find that the *Thunderbolt's* Maximum Damage Value of 38 becomes a Ranged Attack Value of 13 in *BattleForce*. Continuing with the Four Brothers example, we must now repeat the same process for each of the 'Mechs in the lance. Finally, the Ranged Attack Values of all four 'Mechs are totalled and then divided by 4.

Using the armament given in the *BattleTech Technical Readout*, the Ranged Attack Values for the Four Brothers 'Mechs are:

Vindicator	8
Hatchelman	7
Wasp	3
Thunderbolt	13
Total:	31

Dividing the total of 31 by 4 gives the lance a Ranged Attack Value of 7.75, making the final number an 8.

MAXIMUM DAMAGE TABLE			
Weapon	Maximum Damage	Range	Range Rating
Small Laser	3	0	0
Medium Laser	5	2	10
Large Laser	8	3	24
PPC*	10	4	40
Autocannon/2"	2	5	10
Autocannon/5"	5	4	20
Autocannon/10"	10	3	30
Autocannon/20"	20	2	40
LRM-5*	3	5	15
LRM-10*	6	5	30
LRM-15*	9	5	45
LRM-20*	12	5	60
SRM-2	2	2	4
SRM-4	6	2	12
SRM-6	8	2	16
Machine Gun	2	0	0
Flamer	2	0	0
Additions to Close Attack Value Only:			
Punching	2 (1 pt/10 tons of Mech)		
Kicking	1 (1 pt/5 tons of Mech)		

*Asterisk indicates weapons that are not used when figuring Close Attack Value

CALCULATE RANGE RATING

To calculate the lance's range, first find the Range Rating for each weapon on the third column of the Maximum Damage Table. Next, add these ratings together and divide by the 'Mech's Maximum Damage Value.

For example, the Range Ratings for the Thunderbolt's weapons are:

1 Large Laser	24
1 LRM-15	45
3 Medium Lasers	30 (10 x 3)
1 SRM-2	4
2 Machine Guns	2
Total:	105

The total of 105 is then divided by the 'Mech's Maximum Damage Value, which is 38 for the *Thunderbolt*. This gives 2.7, rounded up to a range of 3 **BattleForce** hexes for the *Thunderbolt*.

To find the Range Value for the entire lance, add together the ranges for each 'Mech:

Vindicator	3
Hatchetman	3
Wasp	2
Thunderbolt	3
Total:	11

Divide the total of 11 by 4, which equals 2.75. The Four Brothers lance has a final Range Rating of 3 **BattleForce** hexes.

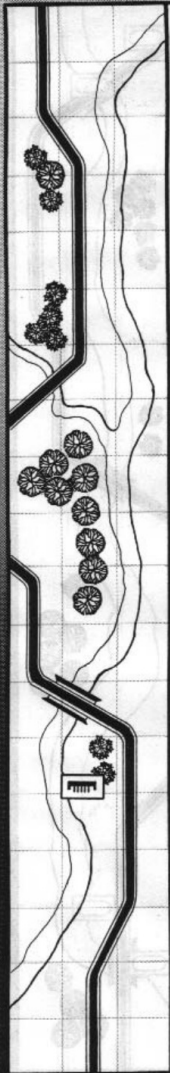
CLOSE ATTACK AND OVERBURN ATTACK VALUES

In addition to their weapons systems, most 'Mechs can make powerful physical attacks that increase their Close Attack Values. To determine Close Attack Value, add points for punching and kicking to the Mech's Maximum Damage Value. The maximum damage for punching is 1 point for each 10 tons of weight, for each fist. That would give a 75-ton 'Mech 7 points maximum punching damage for each fist. The maximum damage for kicking is 1 damage point for every 5 tons of weight. That would give a 55-ton 'Mech 11 points maximum damage for maximum kicking.

In the **BattleTech** rules, weapons such as long-range missile systems, particle projection cannons, and some autocannon have minimum range modifiers and so cannot be fired at short range. When calculating a 'Mech's Close Attack Value, players must subtract the **BattleTech** Maximum Damage of weapons with minimum range modifiers from the Close Attack Damage Value. These weapons are marked with asterisks on the Maximum Damage Table.



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The Four Brothers' *Thunderbolt* has arms and legs, which means that it may add physical attack damage to its Maximum Damage Value. In the *BattleTech* rules, a 'Mech of the *Thunderbolt's* weight has punching damage of 7 and kicking damage of 13. These add 27 damage points to the 'Mech's total of 38 damage points from ranged weapons ($7 + 7$ for two punches + 13 for a kick = $27 + 38$). However, the LRM-15 missile system has a minimum range modifier, so its maximum damage of 9 must be subtracted from the total Close Attack Value. The final figures are $27 + 38 - 9 = 56$. According to the Attack Value Table, these 56 *BattleTech* Maximum Damage Points convert to a 19 Close Attack Value for *BattleForce*.

Averaging the *Thunderbolt's* Close Attack Value with the those of the other 'Mechs in the lance gives the Four Brothers a final Close Attack Value of 12.

MOVEMENT ALLOWANCE

BattleForce movement points are equal to *BattleTech* walking movement points. Unlike the other *BattleForce* values, movement points are not averaged together. Instead, the slowest unit in the lance determines the total number of MP for the entire lance. In the Four Brothers lance, this would be the *Thunderbolt* with 4 walking movement points.

A unit has jump-capability only if all the individual 'Mechs are jump-capable. In the Four Brothers unit, the *Wasp*, the *Vindicator*, and the *Hatchetman* are jump-capable, but the *Thunderbolt* is not. The lance, therefore, is NOT jump-capable.

Overburn movement points are the same as *BattleTech* running movement for 'Mechs or flanking speed for Vehicles. These values are 150 percent higher than the slowest Mech's normal movement allowance.

FIND STEP DAMAGE VALUES

The Step Damage Value for a lance represents the combined general battering of all the 'Mechs, not the loss of an individual machine. Even a lance with Step 3 damage probably has all four units operational. It is just that they are severely damaged.

When the unit takes step damage, its Ranged Attack, Close Attack, and Defensive Values are reduced. The Range and Movement Allowance are not affected, however. To determine Step 1, Step 2, or Step 3 values, simply subtract the appropriate number of points from the 'Mech's Full Strength Values:

- For Full Strength Values under 10: Decrease RA, CA, and D by 2 point each
- For Full Strength Values 10–15: Decrease RA, CA, and D by 3 points each
- For Full Strength Values 15+: Decrease RA, CA, and D by 4 points each

The final Full Strength Values for the Four Brothers lance are:

Ranged Attack	8
Close Attack	12
Defensive Value	8
Range	3
Movement	4

Using the formula given above, the Four Brothers would have the following Step Damage Values:

Damage Step	RA	CA	D
Step 1	7	9	7
Step 2	5	6	6
Step 3	3	3	5

ATTACK VALUE TABLE

BattleTech Maximum Damage	BattleForce Attack Value	BattleTech Maximum Damage	BattleForce Attack Value
1	1	51	18
2	1	52	18
3	2	53	18
4	2	54	19
5	2	55	19
6	3	56	19
7	3	57	20
8	3	58	20
9	4	59	20
10	4	60	21
11	4	61	21
12	5	62	21
13	5	63	22
14	5	64	22
15	6	65	22
16	6	66	23
17	6	67	23
18	7	68	23
19	7	69	24
20	7	70	24
21	8	71	24
22	8	72	25
23	8	73	25
24	9	74	25
25	9	75	26
26	9	76	26
27	10	77	26
28	10	78	27
29	10	79	27
30	11	80	27
31	11	81	28
32	11	82	28
33	12	83	28
34	12	84	29
35	12	85	29
36	13	86	29
37	13	87	30
38	13	88	30
39	14	89	30
40	14	90	31
41	14	91	31
42	15	92	31
43	15	93	32
44	15	94	32
45	16	95	32
46	16	96	33
47	16	97	33
48	17	98	33
49	17	99	34
50	17	100	34



BATTLEFORCE

DETERMINING EXPERIENCE LEVEL

Experience Levels for player-designed lances are based on the *Piloting* and *Gunnery* Skills of the MechWarrior operating each Mech of the lance. Use the Skill Level Table below to find the Experience Level equivalent for each skill, then average them together. Do NOT round fractions. After determining the Experience Level for each MechWarrior in the lance, add these together, and then find the average. Compare the resulting number against the Experience Table to find the lance's final Experience Level.

SKILL LEVEL TABLE		
Piloting Skill BattleTech	Experience Level	MechWarrior
1	4	6+
2	3	4-5
3	2	2-3
4-5	1	1
6	0	0
Gunnery Skill BattleTech	Experience Level	MechWarrior
1	4	6+
2	3	4-5
3	2	2-3
4	1	1
5-6	0	0

Josh Elder, the youngest of the Four Brothers, has a *BattleTech* Gunnery Skill Level 2 and a *Piloting* Skill Level 4. His averaged experience level is 2 $[(3 + 1) / 2 = 2]$. Adding this to his brothers' skill levels of 4, 4, and 3.5, the lance's total is 13.5. Dividing this by 4 results in 3.375. Consulting the table, this number gives the lance Veteran status, and their counter reflects that Experience Level.

EXPERIENCE LEVEL TABLE	
Skill Level	Experience Level
3.5 +	Elite
2.76 - 3.49	Veteran
1.76 - 2.75	Regular
1.0 - 1.75	Green

The Experience Level of the Four Brothers lance is Veteran, which gives it a Veteran counter.

If player-created MechWarriors do not already have *Piloting* and *Gunnery* skills, roll 2D6 against the Experience Generation Table below. Use the Experience Level result for the entire lance.

EXPERIENCE GENERATION TABLE	
Die Roll	Experience Level
2	Elite
3	Elite
4	Regular
5	Veteran
6	Veteran
7	Regular
8	Green
9	Green
10	Regular
11	Regular
12	Regular

CREATING INFANTRY AND VEHICLE LANCES

The rules for Vehicles and Infantry are identical to those for creating 'Mech lances. Remember that all vehicles in one unit must possess the same movement mode, such as Hover, Tracked, Wheeled.

CREATING AIR LANCES

Air Lances use the same rules and tables as for other units, though with some variations and distinctions. Even though Air Lances have only two aircraft per lance, the totals for each value must still be divided by 4. The **BattleForce** values that Air Units use are Air Attack Value, Range, Strafing Value, Defensive Value, and Weight.

AIR ATTACK VALUE

Air Attack Value is calculated according to the rules for Ranged Attack Value given above.

RANGE VALUE

Calculate according to the Lance Creation rules, then multiply the result by 5.

STRAFING VALUE

This is calculated as for Ranged Attack Value, but includes only weapons that do not require ammunition in the **BattleTech** rules. These weapons are lasers and particle projection cannons.

DEFENSIVE VALUE

This is determined according to the above rules, except that one extra ton of armor is added to the total for each aircraft. This compensates for the extra internal armor of the cockpit.

MOVEMENT

AeroSpace Fighters are either Light, Medium, or Heavy, depending on their tonnage. The MP for Fighters depends on its weight:

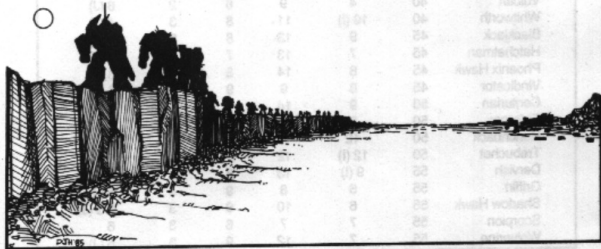
Tons	Weight	MP
0-40	Light	20
40-75	Medium	15
76+	Heavy	10

ARTILLERY AND OTHER SPECIAL LANCES

If players are creating Artillery or other special units, they must base their designs on the generation systems found in **BattleTech** and **CityTech**. They may then use the above rules to determine the **BattleForce** values for these special units.

Remember, though, that specially created units should be complementary to units already in **BattleForce**. An 80-ton artillery unit with 14 tons of armor, legs, arms, five or six other weapons, and jump jets is really a Heavy 'Mech with a big gun that is probably too heavy to carry.

All special units must be acceptable to both sides before they are allowed into the game.



BATTLEFORCE

QUICK LANCE GENERATION METHOD

If players wish to create lances using pre-generated 'Mechs and other machines and aircraft from FASA's **Technical Readout**, they may use the shortcut system made possible by the **BattleForce Values Table**, below.

In the full-length rules for creating a lance, players must first determine each lance member's score for, say, Defensive Value, then add together the scores for all 'Mechs or vehicles in the lance, and finally divide by 4 to get the lance's final Defensive Value.

In this Quick Generation System, the values for many 'Mechs and other vehicles are already calculated and listed on the **BattleForce Values Table**. Players can quickly determine the Full Strength Values of a lance by finding the scores for each lance member on the table, then adding them together and, finally, dividing the total by 4 to get the lance's Full Strength values.

Players then use the rules for determining Step Damage values and Experience Levels on pages 38 and 40.

It is quite possible that the values for a Heavy 'Mech lance created in this way will differ significantly from the values printed on the Heavy 'Mech counters. This does not matter, as the **BattleForce** unit counters represent averaged capabilities, not specific 'Mechs or vehicles.

Remember, though, that 'Mech lances are made up only of 'Mechs, Vehicle platoons are composed only of vehicles, and so on.

BATTLEFORCE VALUES TABLE

Tons = Weight of 'Mech

RA = Ranged Attack Value

CA = Close Attack Value

D = Defensive Value

R = Range

MP = Movement Points

	Tons	RA	CA	D	R	MP
Light 'Mechs						
Locust	20	4	5	4	1	8
Wasp	20	3	6	5	2	6 (J)
Stinger	20	4	6	5	1	6 (J)
Commando	25	7	10	4	2	6
Javelin	30	6	10	5	2	6 (J)
Spider	30	4	8	5	2	8 (J)
UrbanMech	30	5	7	7	2	2 (J)
Valkyrie	30	4 (I)	6	7	4	5 (J)
Firestarter	35	8	13	6	1	6 (J)
Jenner	35	10	12	5	2	7/5 (J)
Ostscout	35	2	7	6	2	8 (J)
Panther	35	6	7	7	3	4 (J)
Medium 'Mechs						
Assassin	40	4	8	6	3	7 (J)
Cicada	40	5	8	4	2	8
Clint	40	6	9	6	3	6 (J)
Hermes II	40	5	8	7	3	6 (J)
Vulcan	40	4	9	6	2	6 (J)
Whitworth	40	10 (I)	11	8	3	4 (J)
Blackjack	45	9	13	8	3	4 (J)
Hatchetman	45	7	13	7	3	4 (J)
Phoenix Hawk	45	8	14	8	2	6 (J)
Vindicator	45	8	9	9	3	4 (J)
Centurian	50	9	14	7	3	4
Enforcer	50	8	14	9	3	4 (J)
Hunchback	50	12	18	8	2	4
Trebuchet	50	12 (I)	12	7	4	5
Dervish	55	9 (I)	13	8	3	5 (J)
Griffin	55	6	8	9	4	5 (J)
Shadow Hawk	55	6	10	9	3	5/3 (J)
Scorpion	55	7	7	6	3	6
Wolverine	55	7	12	9	3	5 (J)

BATTLEFORCE VALUES TABLE (continued)

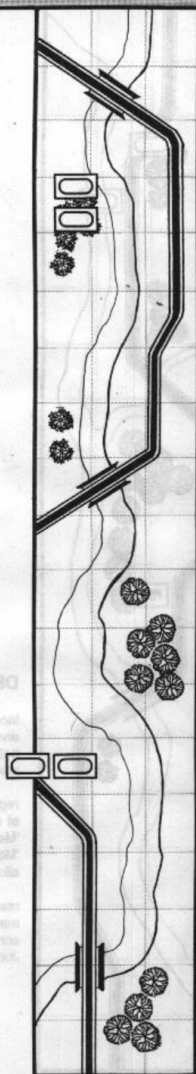
	Tons	RA	CA	D	R	MP
Heavy 'Mechs						
Dragon	60	8	12	8	3	5
Ostroc	60	11	19	8	3	5
Ostsol	60	13	21	8	2	5
Quickdraw	60	11	17	8	3	5 (J)
Rifleman	60	13	17	7	3	4
Catapult	65	13 (I)	12	9	3	4 (J)
Crusader	65	17 (I)	19	10	3	4
JagerMech	65	9	13	6	3	4
Thunderbolt	69	13	19	10	3	4
Archer	70	15 (I)	17	10	4	4
Grasshopper	70	11	19	11	3	4 (J)
Warhammer	70	17	19	8	2	4
Marauder	75	12	14	9	3	4
Orion	75	12	19	11	3	4
Assault 'Mechs						
Awesome	80	12	12	12	4	3
Charger	80	6	16	8	0	5
Goliath	80	9 (I)	7	12	3	4
Victor	80	13	23	10	2	4 (J)
Zeus	80	11	17	9	3	4
BattleMaster	85	18	26	11	2	4
Stalker	85	22	24	11	3	3
Cyclops	90	15	25	8	2	4
Banshee	95	7	14	12	3	4
Atlas	100	21	30	14	3	3

AeroSpace Fighters

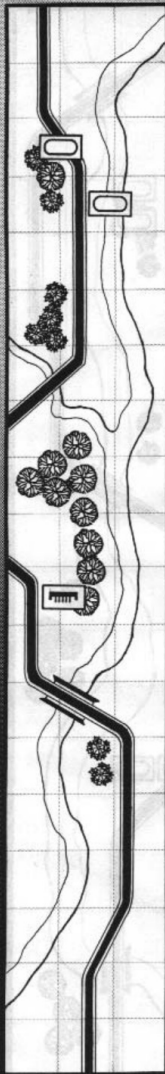
	Tons	AV	ST	D	R	M
Light						
Seydlitz	20	3	3	4	15	20
Cheetah	25	5	5	4	10	20
Thrush	25	6	6	3	10	20
Sparrowhawk	30	6	6	9	5	20
Sholagar	35	6	4	6	10	20
Medium						
Corsair	50	13	13	12	10	15
Transit	50	14	7	9	10	15
Stingray	60	13	13	10	15	15
Lucifer	65	16	12	10	15	15
Shilone	65	13	7	10	15	15
Heavy						
Transgressor	75	15	15	12	15	10
Slayer	80	14	11	12	10	10
Chippewa	90	25	17	7	15	10
Riever	100	20	0	12	10	10
Stuka	100	22	16	12	15	10

DropShips

	RA	D	RN
Leopard	8	6	6
Union	13	7	6
Overlord	16	9	6



BATTLEFORCE



BATTLEFORCE VALUES TABLE (continued)

Vehicles	Tons	RA	CA	DV	R	MP
Falcon	50	8	8	5	2	9H
Condor	50	8	8	7	1	8H
J. Edgar	25	4	4	5	2	11H
Hunter	35	5	1	5	5	5T
Vedette	50	3	1	6	2	5T
Demolisher	80	14	14	8	2	3T
Wheeled Scout	20	2	2	4	2	7W
Swift Wind	7.5	0	0	3	0	10W
Rommel	65	9	8	9	2	4T
Patton	65	7	6	11	3	4T
Von Luckner	75	18	16	7	2	4T
Galleon	30	4	4	4	1	6W
Packrat	20	4	4	4	2	8W
Long Tom	95	7	0	4	5-40	2T
Mobile HQ	25	2	2	5	2	6W
Coolant Truck	33	2	2	6	0	4W
Ordnance Trp	10	1	1	2	0	5W
MASH	20	3	3	4	0	5W
Jeep (mg)	5	2	2	3	0	7W
Jeep (SRM-2)	5	1	1	3	2	7W
Skimmer	5	2	2	2	0	18H
Command Van	15	2	1	4	3	6W
Manticore	60	10	8	7	3	4T
Striker	35	4	2	6	4	5W
Pegasus	35	8	8	6	2	8H
Scorpion	25	3	1	4	3	4T

Table Explanation

(J) stand for Jump-Cabable
(I) Stands for Indirect Fire

DESIGNING A REGIMENT

By the first quarter of the 31st century, no regiment can boast of uniformity. Each has to incorporate captured, damaged, and variant units to fill out its lances. This makes for an amazing diversity within individual regiments. By following the advice of both their generals and their battle computers, the Successor Lords have nevertheless managed to end up with regiments whose firepower and numbers are roughly equivalent strategically.

The major difference among them is experience. Indeed, the overall Experience Level of a regiment is often the deciding factor in a campaign. Experienced MechWarriors get the benefits of extra training, better rations, and higher pay. As would be expected, the more experienced 'Mech pilots are assigned to the more powerful 'Mechs. Green units get the weaker, older 'Mechs. In fact, all Regular regiments have a standing rule that Green MechWarriors are not allowed even to stand near a giant Assault 'Mech, much less to pilot one.

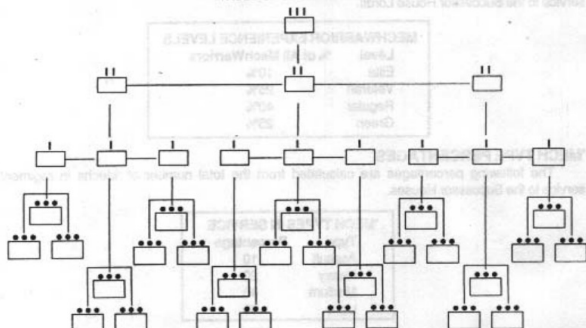
Even so, many experienced men are tempted to join mercenary units where the potential rewards are sometimes much greater than anything the Successor Houses can offer. Because mercenaries are not limited by rigid rules concerning troops and equipment, their regiments often contain many different and colorful units. Their only real size restraint is the number of JumpShips or DropShips they command, if any.

REGIMENTAL COMPOSITION

Recent battles have shown the commanders of Successor State armies that Air lances are much more effective in space than on the ground. They have, therefore, stripped most regiments of their lances, which have been combined into individual air companies. Usually, only one air company will accompany a regiment into battle. To compensate for the loss of firepower, extra lances have been added at the battalion and regimental level. These are Command lances, which have the additional benefit of freeing the battalion and regimental commanders from immediate contact with the enemy, giving them more time to plan and to direct.

At the regimental level, all support units and any available DropShips are grouped together under one command. Sometimes, regiments have additional units such as artillery batteries, infantry companies, air lances, or vehicles attached to them.

TABLE OF ORGANIZATION



There are three lances in each company, and three companies combine with the battalion headquarters lance to form ten lances per battalion. Three battalions of ten lances each combine with two regimental headquarters lances to form a unit of 32 lances. One company is usually made up of air lances. At the regimental level, all support units and any available DropShips are grouped together under one command.

Though each regiment has 32 lances plus support groups, regiments designed for a special mission may have a different mix of lances.

There are three basic regimental categories. Heavy regiments have a higher proportion of lances with 'Mechs of 60 tons or more, including Assault 'Mechs. Medium regiments have a balanced force with an average number of units. Light regiments are composed of a higher number of lances of 'Mechs of under 40 tons. Any of these may be Elite, Veteran, Regular, or Green Experience Level, though Heavy regiments have a much higher proportion of Elite and Veteran MechWarriors.

Mixed regiments that contain both Vehicle and 'Mech units can vary from the traditional military organization, and often have one or two additional companies in their battalions. These regiments are also categorized as Heavy, Medium, or Light units, with Elite, Veteran, Regular, or Green Experience Levels.

Commanders often break up their regiments into battlegroups designed for specific combat missions. Though he is free to draw on any battalion or company to create these special forces, the smart regimental commander knows better than to split up a company if he does not have to. The high morale of most MechWarriors is greatly dependent on the loyalty and emotional bonds that exist on the company and lance level.



BATTLEFORCE

STATISTICAL DATA

Independent actuaries in the Successor States have compiled the following statistical data on typical regimental composition. These percentages reveal many interesting facets of regimental makeup, and are surprisingly accurate for all the Successor House forces. Players who want their regiments to reflect the realities of the 31st military may wish to use these percentages when creating their units.

EXPERIENCE LEVEL PERCENTAGES

The heaviest 'Mechs do not always go to the Elite units. Indeed, many commanders find that an Elite Fire lance or ESR-equipped lance can play an important role in the attack. Players may use their own discretion in assigning Experience Level counters, but the following percentages show the typical spread among the total number of MechWarriors in regimental service to the Successor House Lords.

MECHWARRIOR EXPERIENCE LEVELS

Level	% of All MechWarriors
Elite	10%
Veteran	25%
Regular	40%
Green	25%

'MECH TYPE PERCENTAGES

The following percentages are calculated from the total number of 'Mechs in regimental service to the Successor Houses.

'MECH TYPES IN SERVICE

Type	Percentage
Assault	10
Heavy	20
Medium	40
Light	30

REGIMENTAL EXPERIENCE LEVELS

The following table shows the percentage of regiments in the four Experience Levels, as calculated from the total number of regiments in all the Successor States. For example, only 20 percent of all regiments are Heavy Regiments, but 40 percent of these are Elite status.

REGIMENT TYPES AND EXPERIENCE LEVELS

Regiment Type	% of All Regiments	Experience Level			
		G	R	V	E
Heavy (Assault)	10	05	20	35	40
Medium	60	30	30	20	20
Light	30	45	25	20	10

Medium Regimental Experience Level Averages

- G (Green) Has only 1 Elite, 5 Veteran, 10 Regular, and 16 Green Lances.
- R (Regular) Has 3 Elite, 8 Veteran, 13 Regular, and 8 Green Lances
- V (Veteran) Has 9 Elite, 13 Veteran, 8 Regular, and 2 Green Lances
- E (Elite) Has 16 Elite, 12 Veteran, 4 Regular, and 0 Green Lances

These Experience Level averages apply only to Medium regiments. Heavy regiments typically have more Elite and Veteran units, while Light regiments almost always have more units of Green and Regular Experience Level.

USING PURCHASE POINTS

Regiments are created using the Purchase Point system. The number of Purchase Points for a regiment depends on whether it is a Heavy, Medium, or Light regiment. Extra points are spent to raise it to Elite or Veteran status.

As in creating scenarios, the cost of most units is the Overburn Ranged Attack Value of the counter. Units that do not have an Overburn Value use the Step 0 (Full Strength) Ranged Attack Value. AeroSpace units are purchased using their Air Attack Value. For example, a Heavy 'Mech unit with an 18 Overburn Ranged Attack Value costs 18 points. A Medium Wheeled unit costs 4 points.

Next, players must add or subtract the cost of experience for each unit they buy.

Experience Purchase Point Cost

Green	-2
Regular	0
Veteran	+5
Elite	+10

Very weak units with Green Experience Level have a minimum cost of 1 Purchase Point.

Average Purchase Point costs for the three categories of regiments are:

Heavy Regiment	670
Medium Regiment	524
Light Regiment	428

These costs do not include the price of DropShips or JumpShips, which are often under direct control of Successor House forces or Bandit Kings. Only mercenary units normally have DropShips with them.

'MECH REGIMENTAL BREAKDOWN

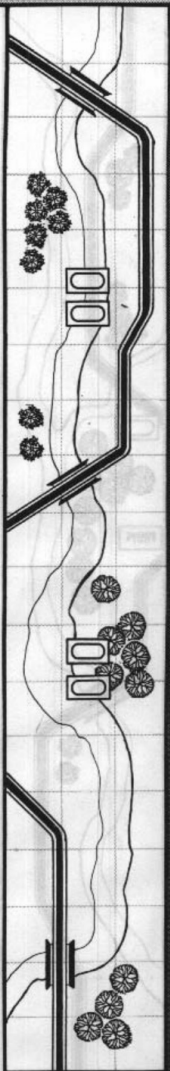
The following table details the different type units for the three categories of regiments. It also tells the player the purchase price for each type of unit and typical Experience Levels found in an average unit. All unit costs are based on the average value of the unit.

Players should also allocate an additional 50 purchase points to each regiment, to be used for buying Air Units, Variation chits, Mines, Hidden Infantry, and to increase the Experience Level and Firepower for some units.

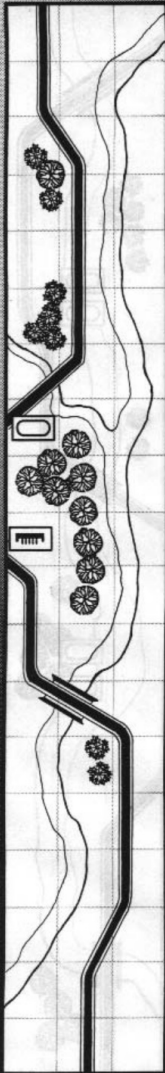
The following statistics show typical breakdowns by price, experience level, and type. Use these numbers as a base to create a regiment.

Type	Lance Type	# of Units	Purchase Points Cost	Experience Counters			
				G	R	V	E
Heavy	Assault	5	100	0	1	2	2
	Heavy	10	180	1	2	3	4
	Fire	4	60	1	1	1	1
	Medium	8	96	2	2	2	2
	Light	5	24	1	2	2	0
	Total:	32	490	5	8	10	9
	Experience 130						
Medium	Assault	3	60	0	1	1	1
	Heavy	5	90	1	1	2	1
	Fire	3	40	0	2	1	0
	Medium	15	132	4	8	3	0
	Light	6	48	3	2	1	0
	Total	32	420	8	14	8	2
	Experience 54						
Light	In 50 percent of all Medium regiments, there is one Elite Medium 'Mech unit.						
	Assault	1	20	0	0	0	1
	Heavy	3	54	0	2	1	0
	Fire	2	0	0	1	1	0
	Medium	10	120	4	5	1	0
	Light	16	96	7	4	5	0
	Total	32	350	11	12	8	1
	Experience 28						

These figures are theoretical averages.



BATTLEFORCE



REGIMENTAL BATTLEGROUP

In addition to the above troops, each regiment has the following counters to represent the regiment's supply train:

Number Counter

- 1 Ordnance Truck
- 1 Coolant Truck
- 1 Mobile Headquarters

Experience

- Regular
- Regular
- Regular

use truck counters

SPECIAL PURCHASES

Each regiment can use an additional 50 Purchase Points on any of the special purchases in the table below. The player may not spend points to buy additional 'Mech lances, nor may he cash in 'Mech Lances to buy other units. Mixed lances, on the other hand, may buy more Vehicle lances or platoons.

Increase Experience Levels

The cost to increase experience is added onto the purchase price of a unit. Decreasing experience levels adds to the initial 50-point bonus. The increases and decreases are cumulative. If a player turns an Elite unit into a Green unit, he saves 17 points, which he can add to his bonus ($+10 + 5 + 2 = 17$). The cost to raise a Green Unit to an Elite unit is also 17 points.

SPECIAL PURCHASES TABLE

Experience	Purchase Points Adjustment
Green to Regular	+2
Regular to Veteran	+5
Veteran to Elite	+10
Air Units	AA; bomb points must be purchased separately
Keeping a 'Mech lance available for drop	10 points/'Mech
Salvage Counter	10 points (used to repair levels)
Mine Attack	1 point for each 5 points of attack. Must be purchased in groups of 5.
Hidden Infantry	Cost of infantry plus 10 points. These counters are kept in the regimental battlegroup.
Artillery	2 x RA
DropShips	3 x RA
Variation Chits	
Bombs	1 point for each 5 points of Bomb. Must be purchased in groups of 5.
Recon ESR +2	3 points
Extra 'Mech	10 points
Jump	5 points
Firepower	3 points
Armor Value	3 points
ECM	3 points
AEP	10 points

MIXED REGIMENTS

Mixed regiments are created like all 'Mech regiments, but there are few statistics about their composition. This is especially true of Bandit King and planetary regiments. However, if the player uses the same number of purchase points to create a mixed regiment as for a 'Mech regiment, the two forces will be balanced.



SCENARIOS

The following five **BattleForce** scenarios are typical of battles in the era of the Succession Wars. Readers who want to get started quickly playing this game will find these scenarios especially useful, while other players might use these or other ideas to create battle situations of their own.

USING THE SCENARIOS

Each scenario includes directions for game set-up, deployment of forces, initiative, the number of Purchase Points available to each player, and the victory conditions. Several of the scenarios also include some Special Rules for play.

GAME SET-UP

Each scenario includes a diagram to show the placement of the two **BattleForce** mapsheets, as well as any rules about initial deployment of forces. This section also indicates which side has the initiative. The player with the initiative sets up his troops on the mapsheet second but is the first to move. The scenarios usually give the initiative to the Attacker. Game Set-Up also describes the deployment of forces, and whether players may reserve some of their units for drops from outer space or DropShip movement. Players must abide by any and all restrictions on the placement of their counters.

PURCHASE POINTS

The scenarios do not specify the number of units involved or the mix of forces. This is left to the players' discretion and to how ample is their supply of Purchase Points, which they use to buy their units. Several of the scenarios do require that the players spend at least a portion of their points on certain types of units, however. In cases where the number of Purchase Points available to each player is not equal, it usually means that each side's Victory Conditions are different.

Players may not accumulate Purchase Points or save them for use in later scenarios. Any leftover points are lost.

UNIT COSTS

The cost of most units is the same as the Overburn Ranged Attack Value on the counter. Units such as Vehicles have no Overburn Value, and so their unit cost is the same as their Step 0 (Full-Strength) Ranged Attack Value. For example, a Type 1 Heavy Mech has an Overburn Value of 21, which is also its purchase price. A Type 7 Vehicle's Full Strength Attack Value is 4, and so it costs 4 Purchase Points to buy one. To purchase Air units, players use the Air Attack Value. To this value, the players must now add the cost of each unit's Experience Level. Using the Experience Level Costs Table, simply add or subtract points according to the unit's status.

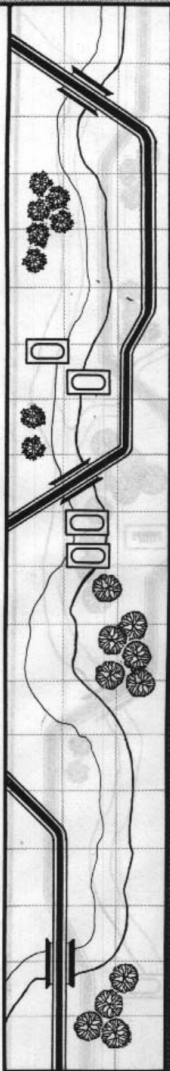
The minimum cost for very weak units with Green Experience Level is 1 Purchase Point.

There are few Veteran and Elite units in most normal Successor State regiments. (For examples of typical force mixes in the Successor States, see the section on **Creating Lances And Regiments**; page 35.) When buying units for these individual scenarios, however, the players are not required to creating only certain mixtures. If he has enough Purchase Points, a player can create an entire Elite formation, even though such units are rare among the military forces of the Successor States.

Although the scenarios do not limit players to purchasing certain Experience Levels, there are restrictions on the kind and number of units a player may buy. The scenario rules may also raise or lower the cost of certain units, even giving one or more to the player at no cost.

The costs for Variation Chits, Mine Attacks, Artillery Units, and DropShips are listed in the Special Purchases table on page 51.

EXPERIENCE LEVEL COST	
Experience Level	Purchase Point Cost
Green	-2
Regular	0
Veteran	+5
Elite	+10



BATTLEFORCE

SPECIAL RULES AND RESTRICTIONS

Some scenarios give special rules or modifications to the normal BattleForce rules. Unless both sides decide to continue using these special rules, the modifications apply only to the scenario in question.

VICTORY CONDITIONS

The yardstick for determining the victor of a battle is the number and kind of enemy units killed. If enemy dead outnumber friendly losses, the friendly forces win. On the other hand, victory is sometimes determined by what objectives were gained in the fray. Troops in a holding action may die to gain time for off-board comrades, for example, or a convoy of trucks ambushed by a raiding party would probably consider mere survival to be a battle victory. Another example might be the forces spearheading an attack; they are more concerned with breaking through the enemy line than counting their dead. Because of these and similar cases, the BattleForce scenarios are weighted to reflect the different objectives of the attacker and defender.

Whenever a unit is destroyed, its Purchase Points are added to the opponent's Victory Point total. A destroyed Elite Heavy 'Mech Lance, for example, is worth 28 Victory Points (18 for the 'Mech type, plus 10 points for its Elite Experience Level). If the 'Mech unit also had a +2 Firepower chit, it would add another three Victory Points to the total.

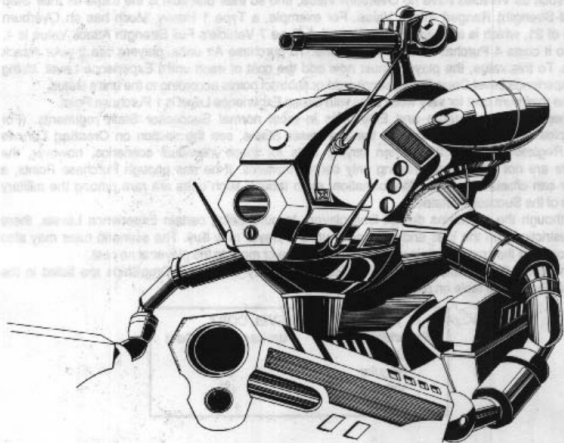
Following are several other ways to gain Victory Points:

1. Each captured Salvage counter is worth 10 Victory Points. To capture a salvage marker, see the Campaign Rules section.
2. Individual scenarios give Victory Points for specific actions or events, including occupying certain hexes, moving counters off the board, and others.

At the end of the game, both sides add up their Victory Points. The player with the highest number subtracts his opponent's score from his total and consults the Victory Point Table.

VICTORY POINT TABLE

-150 to -100	Decisive Defeat
-99 to -50	Major Defeat
-49 to -20	Minor Defeat
-19 to +19	Draw
+20 to +49	Minor Victory
+50 to +99	Major Victory
+100 to +150	Decisive Victory

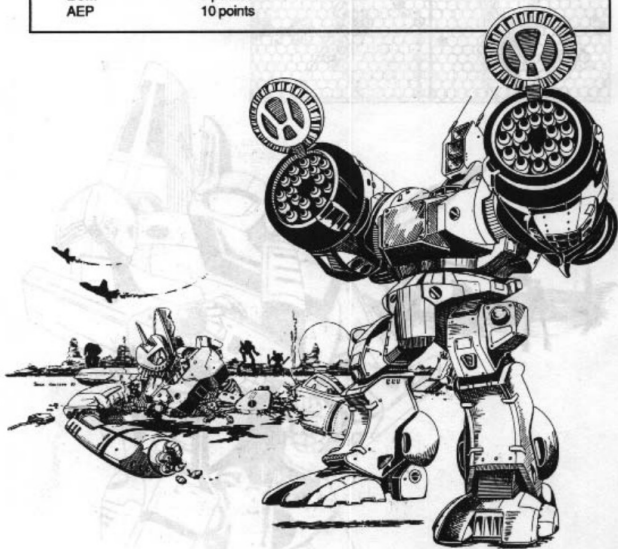


For example, the 7th Crucis Lancers won 201 Victory Points during a battle with Moore's Bandits. In the same exchange, Moore's Bandits gathered only 53 Victory Points. Subtracting 53 from 200 gives 147, a Decisive Victory for the Lancers.

The Victory Conditions also explain how players may break off the engagement, as in campaigns, for example. In most scenarios, the players may break off an engagement by moving their units off the mapside from which they originally started. Units may not begin a retreat until at least one of their units is destroyed or at least three units take step damage, however.

SPECIAL PURCHASES TABLE

Unit	Cost
Keeping Mech in outer space to Drop	10 points per Mech. Purchase possible only if scenario allows.
Mine Attack	1 point for each 5 points of attack. Must be purchased in groups of five. Purchase possible only if scenario allows.
Hidden Infantry	Cost of Infantry unit plus 10 points. Purchase possible only if scenario allows.
Artillery	2 x RA
DropShips	3 x RA
Variation Chits: Purchase possible only if scenario allows.	
Bomb	1 point for each 5 points of Bomb. Must be purchased in groups of five.
Recon ESR + 2	3 points
Extra Mech	10 points
Jump	5 points
FirePower	3 points
Armor Value	3 points
ECM	3 points
AEP	10 points



BATTLEFORCE

SURPRISE ENCOUNTER

Two enemy units of equal strength blunder into one another without much prior warning, a common occurrence in the fast and mobile battles of the 31st century. Each side has the same clear objective: to crush the enemy.

GAME SET-UP

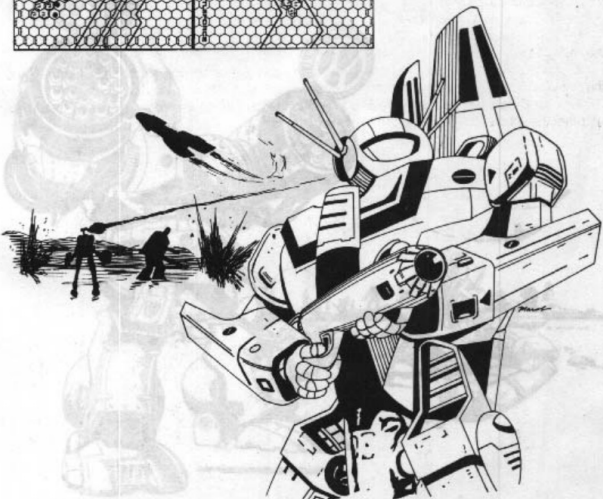
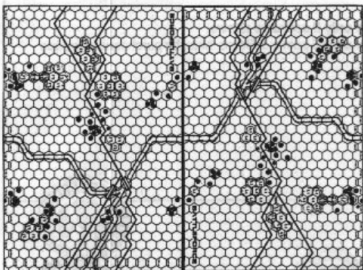
Lay out the **BattleForce** mapsheets as shown. Players may set up anywhere in the first three rows of opposite sides of the mapsheet. No units may be reserved for dropping from outer space. The player who rolls the highest result on 2D6 wins the initiative.

PURCHASE POINTS

Each side has 200 Purchase Points for buying its units. Neither side may buy Mine Attacks, Hidden Infantry, DropShips, or Artillery Units, however.

VICTORY CONDITIONS

Use the standard Victory Conditions. Players may break off the engagement after three units on either side have been destroyed.



THE STEEL TIP

House Davion's 7th Crucis Lancers is a tough and seasoned all-Mech regiment often used as a first strike force to clear a path for other regiments. Like the steel tip of a spear, the Lancers thrust into enemy positions, smash a hole, and then penetrate deep into the enemy's rear. In this scenario, the Lancers' mission is to tear through the planetary defenses of the Liao world of New Dallas before reinforcements appear. The Defenders are Hamilton's Highlanders of the Chesterton Reserves.

GAME SET-UP

Lay out the **BattleForce** mapsheets as shown in the diagram. The Lancers player must set up within six hexes of the right-hand side of the map. The Highlanders player may set up his units anywhere on the map. The 7th Crucis Lancers has the initiative. They set up last and move first.

PURCHASE POINTS

The Lancers have 350 Purchase Points with which they may buy only 'Mechs, Air Units, and any Variation Counters. For a cost of 5 points per 'Mech, the Lancers player may also reserve up to six 'Mechs in outer space for dropping. All 'Mech units must be Regular Experience Level or better.

The Highlanders player has 250 Purchase Points, which he may split into two groups. He may use 150 points to purchase any units he wishes. The other 100 Purchase Points are for purchasing reinforcements that he will keep off-board.

In addition, he may place 100 Mine Attack points and five Regular Hidden Infantry counters anywhere on the board. He may also designate any hexes on the map as Hardened Buildings. If Building hexes are available, use them. If not, use the blank side of any Variation counter to indicate a Building location.

SPECIAL RULES

The Highlanders player rolls 2D6 at the beginning of each game turn. On a result of 11 or 12, his off-board reinforcements may enter the game from any hex on the left-hand side of the map.

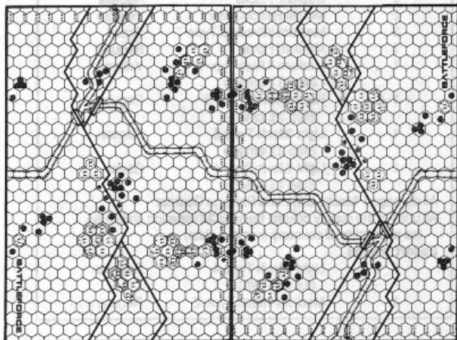
VICTORY CONDITIONS

Use the standard Victory Conditions, with the following modifications:

1. The 7th Crucis Lancers get 5 Victory Points for each damaged or undamaged ground unit they exit off the left-hand side of the mapsheet.

2. The Highlanders defense force receives an extra 10 Victory Points for each Lancers unit they destroy. These points are a bonus to the normal point gain for destroying a unit.

The 7th Crucis Lancers may break off the engagement when they have exited all their units off either the left or right-hand side of the mapsheet.



BATTLEFORCE

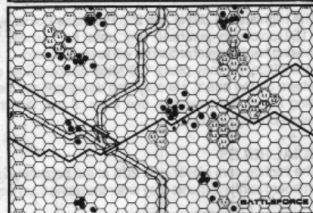
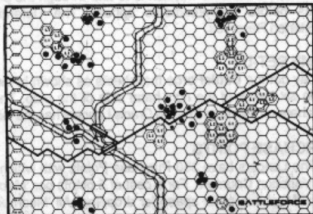
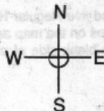
THE POUNCE

Once an attacker penetrates to his enemy's rear, the smaller attack 'Mechs fan out, trying to surprise enemy supply columns and to prevent damaged lances from making it back to the regimental battlegroup. In this scenario, a small attacking 'Mech force has spotted a supply column and prepares to pounce.

GAME SET-UP

Lay out the **BattleForce** mapsheets as shown. The Attacker 'Mechs set up on any hex west of the river on map A. The Defender's supply column must set up on the first road hex on the south portion of the map. The rest of the supply column extends off the board behind the first two units. The Escort 'Mechs can set up anywhere east of the river hexes on Map B.

In this scenario, the Attacker sets up first and moves first. The defending supply column sets up last and moves last.



PURCHASE POINTS

The attacking 'Mech forces have 120 Purchase Points. The Attacker may not keep 'Mechs in space to drop. Except for Mines or Hidden Infantry, he may purchase any and all other units.

The Defender's supply column has the following units. Unless otherwise noted, the units listed are Full-Strength.

# of Units	Unit Type	Experience Level
3	Ordnance Trucks	Regular
3	Coolant Trucks	Regular
2	Mobile Headquarters	Veteran
3	Medium Wheeled Type 7	Green
1	Medium Hover	Regular
1	Medium 'Mech Type 2	Veteran
	Step 3 Damage	
1	Heavy 'Mech Type 3	Regular
	Step 3 Damage	
1	Light 'Mech Type 2	Regular
	Step 2 Damage	
1	Light 'Mech Type 4	Green
	Step 1 Damage	

All damaged 'Mechs carry one Salvage Counter

All units in the supply column have ECM variation chits (use the blank side of counters for extra chits)

Escort 'Mechs

2	Light 'Mech Type 4 (full strength)	Regular
1	Medium 'Mech Type 2	Regular

VICTORY CONDITIONS

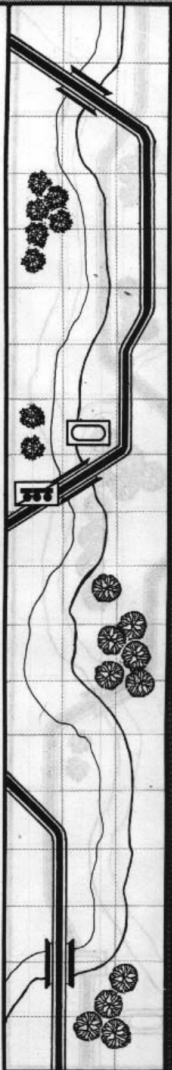
Use the standard Victory Conditions.

The Attacker gains full points for destroying the already damaged 'Mechs. Furthermore, if the Attacking 'Mechs destroy a unit carrying a Salvage counter, two Salvage counters are placed in that hex. Any Salvage counters left on the map at the end of the game are worth 10 points each to the Attacker.

Any Coolant Truck, Mobile HQ, or Ordnance Truck destroyed is worth 10 extra points, in addition to its Purchase Point cost. Remember to add 3 points for each ECM Variation counter.

The Defender's supply column wins 5 points for each unit and 10 points for each Salvage counter it exits off the north side of Mapsheet B.

The game ends when the last Supply Column or Escort unit exits off the west side of the mapsheet.



BATTLEFORCE

DREADED DUTY

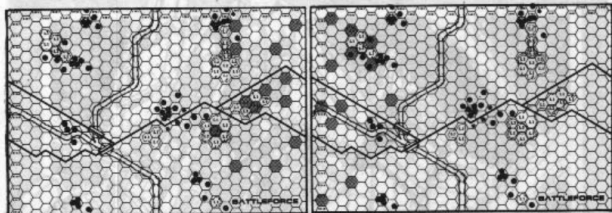
Amid the deadly conflicts of the 31st century, battles are often fought back and forth over the same piece of ground. Exhausted troops must eventually settle down to rest for the night, and that is when the scavengers come to fight over the remains of the day's battles. Though MechWarriors detest pulling salvage duty, the work of recovering the precious remains of blasted 'Mechs is crucial.

In this scenario, two salvage parties (Side A and Side B) grapple over the pieces of 'Mechs from the day's previous battle.

GAME SET-UP

Lay out the **BattleForce** mapsheets side by side, as shown. Side A sets up within three hexes of the right-hand side of Map A. Side B sets up within three hexes of the left-hand side of Map B.

At the beginning of each turn, each side must roll 2D6 for the initiative. The player who rolls highest goes first. Because players roll at the start of each turn, it is possible that one player may move and fire twice before his opponent can move at all.



PURCHASE POINTS

SIDE A'S FORCES

# of Units	Unit and Strength	Experience Level
Ruger's Hover Company		
1	Type 6 Vehicle	Regular
1	Type 6 Vehicle	Green
1	Type 6 Vehicle	Green
Nationale Free Company		
1	Light 'Mech Type 2	Green
1	Medium 'Mech Type 4	Veteran
1	Light 'Mech Type 1	Regular
Browning's Independent Mercenaries		
1	Type 5 Vehicle	Veteran
1	Type 7 Vehicle	Regular
1	Type 7 Vehicle	Regular
1	Type 8 Vehicle	Green

SIDE B'S FORCES

# of Units	Unit and Strength	Experience Level
1	Jump Infantry	Regular
1	Jump Infantry	Regular
1	Jump Infantry	Regular
1	Jump Infantry	Regular
1	Type 7 Vehicle	Green
1	Type 7 Vehicle	Green
1	Type 7 Vehicle	Regular
1	Medium 'Mech Type 2	Veteran
1	Medium 'Mech Type 1	Veteran
1	Medium 'Mech Type 3	Regular

Players may not substitute other units or use any other Variation counters in this scenario.

SPECIAL RULES

Salvage Markers:

Players place salvage markers on these hexes:

A	A	A	B	B	B
2111	2408	2714	0109	0210	0415
2302	2509	2806	0117	0309	0603
2304	2607	2808	0201	0402	0605
2314	2704	2902	0205	0404	0808
		2912			

Night Fighting Rules:

ESR Range is reduced from 5 hexes to 2 hexes. Units with ESR +2 ability may detect enemy units out to 3 hexes.

Light Woods block Line-of-Sight just as Heavy Woods do. Light Buildings hide 'Mechs just as other buildings do.

All ranged combat has an additional -2 column shift modifier. Close combat is not affected by darkness.

Subtract 1 from the result on all Disruption Rolls.

Scavenging Rules:

All units may return after they have moved off the mapsheet. To return to the board, the unit must wait one full turn after it moves off the board. It must return on the exact hex from which it exited. If that hex is blocked, the unit may not return.

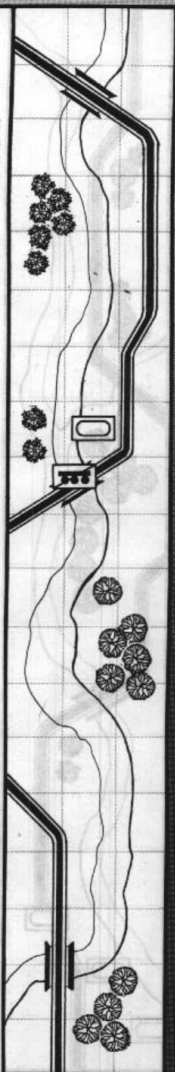
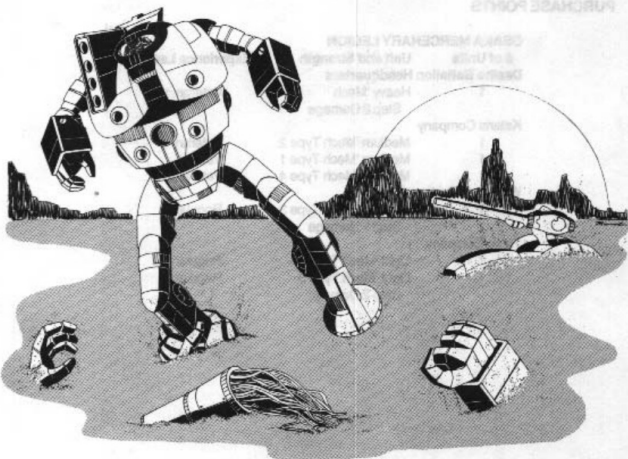
Because of this rule, players may pick up a Salvage counter, remove it from the board, then come back and attempt to pick up another.

When a scavenging unit that carries a Salvage counter is destroyed, the counter is NOT destroyed.

VICTORY CONDITIONS

Players use the standard Victory Conditions, with the exception that Salvage counters are worth 15 points each. These markers must be picked up and moved off the board before they can count in a player's victory total, however.

The game ends when all the Salvage counters are removed from the board or when one side has been destroyed.



BATTLEFORCE

NO PROFIT IN DYING

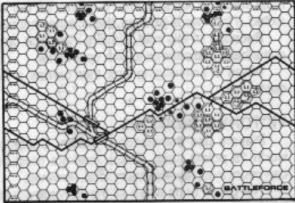
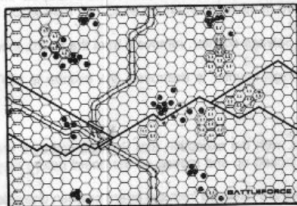
The mercenary's first rule, which is drilled in his training, confirmed in combat, embossed on the banners of a dozen units, repeated every morning and every evening at mess, and never, ever, forgotten, is this: There is no profit in dying and no honor in death.

Mercenary regiments will sometimes fight to the death, however, but usually not when their DropShips are endangered. In this scenario, the Osaka Mercenary Legion has had one battalion annihilated and two others badly damaged. The regiment must make it to its DropShips and away to outer space before the victorious Kurita Sword of Light Regiment can crush it and its transport.

GAME SET-UP

Lay out the BattleForce mapsheets as shown. The Osaka Mercenary player must set up his Regimental Battlegroup anywhere on the left-hand side of the map within three hexes of the edge. The rest of the mercenary battalions must set up within four hexes of the right-hand side of the mapsheet.

The Sword of Light player does not set up his units on the board. On his first turn, he may place any unit on any full hex on the right-hand side of the mapsheet. If an enemy player is blocking a hex, the Sword of Light player may place his counter on any adjacent half-hexside. This placement may not violate the rules on prohibited terrain, however.



PURCHASE POINTS

OSAKA MERCENARY LEGION

# of Units	Unit and Strength	Experience Level
Dashi Battalion Headquarters		
1	Heavy Mech Step 2 Damage	Veteran
Katana Company		
1	Medium Mech Type 2	Veteran
1	Medium Mech Type 1	Veteran
1	Medium Mech Type 4	Veteran
Wakizashi Company		
1	Medium Mech Type 3 Step 1 Damage	Regular
Tanto Company		
1	Light Mech Type 4	Regular
1	Light Mech Type 3 Step 2 Damage	Regular

Do-Maru Battalion

1	Heavy 'Mech Type 2	Elite
Kabuto Company		
1	Assault 'Mech Type 1	Elite
	Step 1 Damage	
1	Assault 'Mech Type 2	Elite
	Step 2 Damage	
1	Heavy 'Mech Type 3	Veteran
	Step 3 Damage	
Do Company		
1	Light 'Mech Type 3	Regular
	Step 3 Damage	
Kote Company		
1	Light 'Mech Type 2	Green
1	Light 'Mech Type 4	Regular
	Step 1 Damage	
Sode Air Company		
1	Light AeroSpace	Veteran
	carries 30 pts of bombs	
1	Medium AeroSpace	Veteran
1	Heavy AeroSpace	Veteran
	Step 1 Damage	

Regimental Battlegroup

3	Union DropShips	
3	Leopard DropShips	
1	Overford DropShip	
Yari Artillery Battery		
1	Heavy Artillery Type 1	Veteran
1	Heavy Artillery Type 1	Regular
1	Wheeled Type 8	Regular
Regimental Headquarters		
1	Assault 'Mech Type 3	Veteran
1	Medium 'Mech Type 3	Regular

It is assumed that the mercenaries have already taken all the supply trucks and equipment off the planet.

KURITA FORCES

2nd Sword of Light Heavy Regiment

The Kurita player has 700 Purchase Points with which to purchase anything except Mine Attack and Hidden Infantry. The Kurita player also has the option of keeping six 'Mechs in outer space to be dropped. There is a special rule restricting the timing of this drop, however. The player should read the rule before spending his Purchase Points.

For guidelines on creating a Heavy Regiment, see the section on **Creating Lances and Regiments**.

SPECIAL RULES

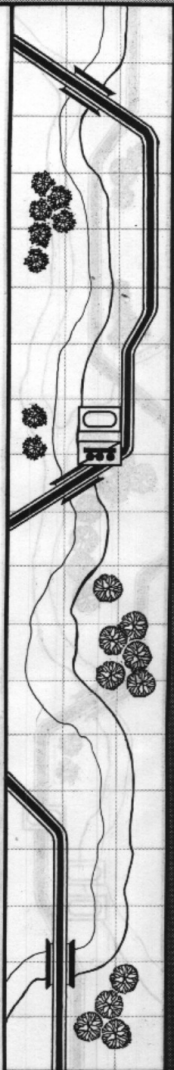
If the Kurita player wants to drop his 'Mechs during his Movement Phase, he must roll an 8 or greater on 2D6. If he fails this roll, the drop is aborted. If he succeeds, he *must* drop the 'Mechs.

VICTORY CONDITIONS

Use the standard Victory Conditions. In addition, the Osaka Mercenary player gains 10 points for each 'Mech he escapes with into space. Any Osaka units left without transport are considered captured, and their point totals are added to the Sword of Light Victory Point totals.

Salvage counters do not count as Victory Points in this scenario.

The scenario ends when the Osaka DropShips have lifted off, or when all the Sword of Light units are destroyed. Any Osaka units left without transport are considered captured.



BATTLEFORCE

OTHER SCENARIO POSSIBILITIES

There are dozens of other scenario ideas that players can simulate. Following are just a few suggestions.

NO 'MECH SCENARIO

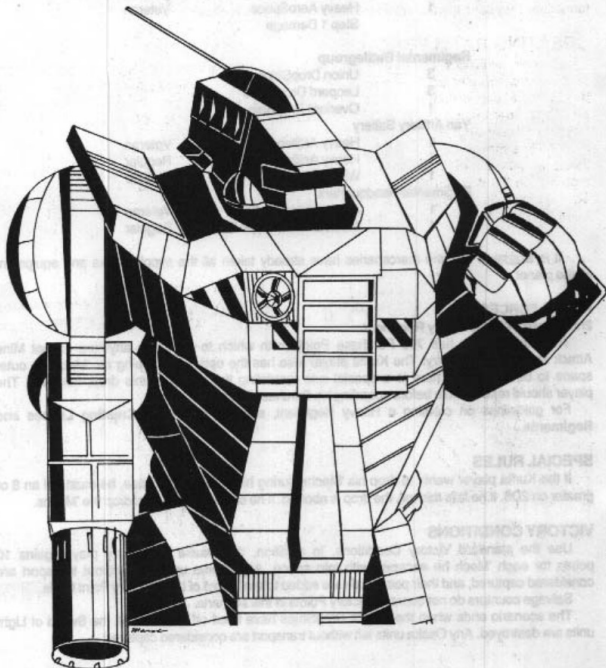
Use the **Surprise Encounter** scenario, applying all the same rules, except that neither side can buy 'Mechs.

'MECHS VERSUS NON-'MECHS SCENARIO

In this scenario, one side takes all 'Mechs and the other side takes only non-'Mech units. The non-'Mech player should have 25 percent more Purchase Points than his 'Mech opponent. The 'Mech player may drop no more than six 'Mechs per turn.

HOT ASSAULT SCENARIO

One side is faced with the task of dropping many 'Mechs onto a mapsheet dotted with Air Units, Hidden Infantry, Mines, and other units. Both sides should agree on a geographical objective that would be worth Victory Points to the Attacking 'Mech units.



CAMPAIGN RULES

In a **BattleForce** campaign, players may field entire regiments in a variety of locations and maneuver them over greater distances than in the basic game. To accomplish their objectives, commanders must often break up their units into smaller formations during a campaign. Another difference from the basic game is that players carry out many of the steps in the Sequence of Play at the same time rather than taking turns.

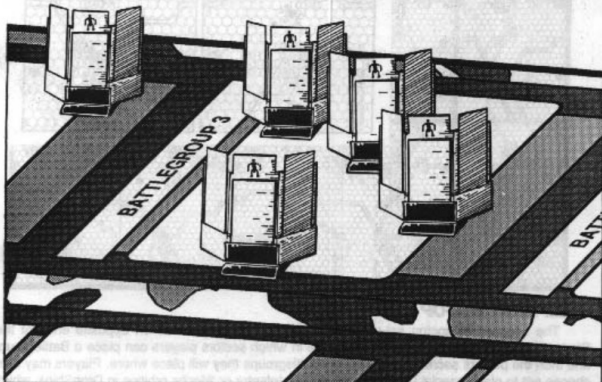
In general, the campaign works as follows. Players create a Strategic Map that includes a number of sectors where combat may occur. The players then determine in which sectors they will place their units, but they keep this information secret. After reconnaissance, one player may discover the existence of enemy units in a sector where he has also placed units. All such contacts are determined first, and then combat occurs in the sectors where opposing groups encounter one another. At this point, the players move their units onto the Tactical Map and engage in battle according to the basic **BattleForce** rules. When the battle is over, players may repair damaged units, purchase reinforcements, and raise the Experience Level of units before the next round of reconnaissance and combat occur.

The players will be using two kinds of maps in the Campaign version of **BattleForce**. There is the Strategic Map for maneuvering in sectors and the Tactical Map for actual battle. Players will also use a Battlegroup Worksheet as a table of organization to keep track of the various smaller formations they have created within the larger regimental structure.

CREATING BATTLEGROUPS

Forces involved in campaigns are usually regimental in size and include both the fighting units and support elements. It would be quite rare to find the whole regimental force in one place during a campaign, however. Commanders usually break up their force into several smaller groups in order to carry out their campaign objectives. These smaller units are known as Battlegroups, and may range in size from a single lance to the complete regiment.

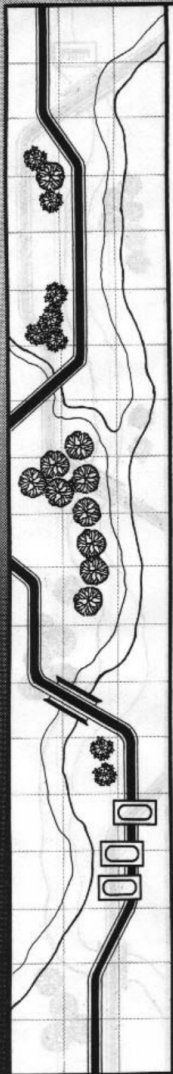
Players may divide their regiments into any mix of lances that they desire. To keep track of these various Battlegroups, they place the various unit counters in the Battlegroup boxes provided on the Worksheet. Players may use the blank sides of Variation counters to represent each Battlegroup. During play, these single Battlegroup counters will be placed on the Strategic Map, if necessary.



It is only after two opposing Battlegroups make contact in the same sector of the Strategic Map that the players move the actual unit counters from the Battlegroup Worksheet to the Tactical map. At that point, the hostile units engage one another and resolve combat according to the basic **BattleForce** rules.



BATTLEFORCE



THE REGIMENTAL BATTLEGROUP

For each campaign, the opposing players must each create an important special unit called the Regimental Battlegroup (RBG). The RBG includes all the various auxiliary vehicles and men that accompany a regiment. The RBG is important because it can repair any units that remain with it and because it is worth a lot of Victory Points if captured or destroyed.

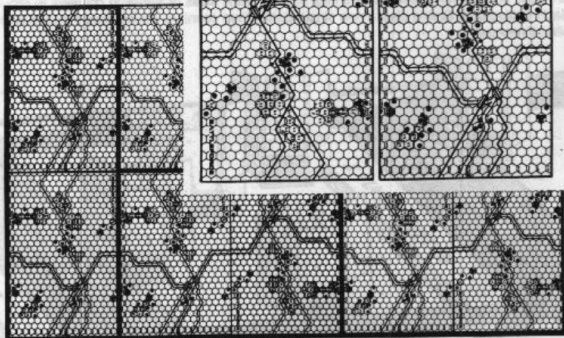
At the minimum, the RBG includes three Truck counters to represent mobile HQs, MASH units, and other support equipment. The RBG also contains all regimental DropShip counters. Other units may break off or recombine with the RBG as desired.

As long as it contains DropShips, the RBG may not move from the sector where it was first placed. DropShips may fly out to space, however, where they will remain for the rest of the game. If the DropShips leave, the RBG may move one sector per turn. In order for the RBG to be destroyed, all its units must either be destroyed or have left the planet. Even one remaining RBG unit—however damaged it may be—can continue to repair other units.

STRATEGIC MAP

The players begin the campaign by creating a scenario and a Strategic Map to match the campaign goals. The map can represent an area as large as the players desire, but it should not be so enormous that opposing forces cannot find each other. The Strategic Map is composed of sectors; each sector is created by combining two **BattleForce** mapsheets, as shown in the illustration. Before doing anything else, the players should decide on the configuration of these sectors and sketch them out on a sheet of paper. They can arrange these sectors in a variety of ways, as long as each one consists of two **BattleForce** mapsheets. The players will use this Strategic Map to show the results of searches and spotted movement. Each player will also need his own copy of the Strategic Map so that he can keep the placement and movement of his Battlegroups a secret from the other player until after reconnaissance.

Sample Strategic Map



CAMPAIGN SET-UP

The simplest campaign set-up is to place the opposing forces on opposite ends of the Strategic Map. Another option is to designate in which sectors players can place a Battlegroup, and then the players secretly decide which Battlegroups they will place where. Players may also choose not to place special units such as Hidden Infantry or 'Mechs orbiting in DropShips, which will not appear until later in the campaign.

SEQUENCE OF PLAY

One campaign turn includes the following sequence of play. Both players complete each step before moving on to the next.

1. Divide and/or combine Battlegroups.
2. Create and allocate reconnaissance units to specific sectors.
3. Move any or all Battlegroups one sector.
4. Declare sector searches. If either side makes contact with the enemy, they place Battlegroup counters on the Strategic Map. The players must complete all their searches before any tactical battle is played.
5. For each contact that occurs, the players create an appropriate combat scenario.
6. Resolve all battles using the basic **BattleForce** rules and sequence of play. Players may fight the battles in any order, but each must be completed before they can return again to the strategic map and setting.
7. Use captured Salvage counters to repair damaged lances.
8. Roll dice to increase the Experience Levels of all units involved in combat.
9. Compute Victory Points.
10. Spend Victory Points to obtain additional reinforcements from offboard supply depots.
11. If the campaign objectives have not been met, the players start again with Step 1.

DIVIDE AND/OR COMBINE BATTLEGROUPS

Battlegroups that occupy the same sector may combine or divide in any manner. Any and all existing Battlegroups may split into smaller groups at the controlling player's discretion. Newly designated Battlegroups move and fight normally after their reformation.

CREATE RECONNAISSANCE UNITS

In the campaign version of **BattleForce**, players may purchase +2 ESR and/or AEP capabilities for any number of their lance-sized Battlegroups, making them recon units. These recon units have a Strategic Map movement rate of 2 hexes (except for Air Units, whose movement rate is 4). However, a recon unit consists of *only* one lance, and it may neither attack nor be attacked.

STRATEGIC MAP MOVEMENT

Movement is carried out in the following sequence.

First, any 'Mech Battlegroup dropping from space is placed on the open Strategic Map. Their movement is not secret. (Players may also drop 'Mechs on the Tactical Map during combat. These are added to the Battlegroups already engaged.) After dropping a Battlegroup into a sector, the player may not move them further.

Second, players move their Battlegroups one adjacent sector per turn. Sectors that meet only at a point are not considered adjacent. Movement is made secretly by moving the Battlegroup markers on the player's copy of the Strategic Map. Movement is voluntary. Recon units may move at their full movement rate.

Third, any Battlegroup that does not move may place a Prepared Position chit on its hidden map sector. Later on, if that Battlegroup moves, the counter is removed. Prepared Positions are important during the **Contact** phase (see below).

Fourth, the Regimental Battlegroup (RBG) may remove its DropShips. Once these units are gone, the RBG may move like any other Battlegroup.

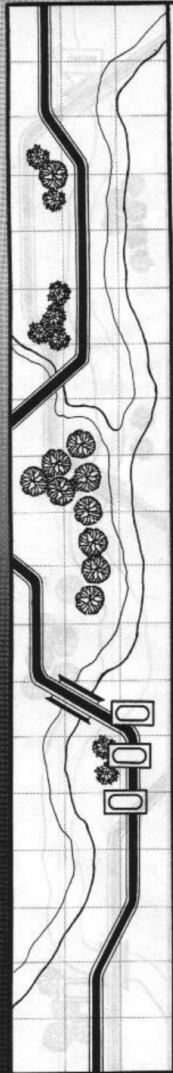
CONDUCT SEARCHES

Players now decide which of their Battlegroups or recon units will search for enemy units in their sector. Both players read off the sectors under scrutiny, and the opposing player must state if any of his Battlegroups occupy those sectors. He does not state the number of units or type—only whether or not a Battlegroup is present. He does NOT reveal whether a recon unit occupies a sector. The search phase continues until all designated Battlegroups or recon units have completed their searches. Only one search per sector is necessary, because the opposing player must reveal all his Battlegroups inhabiting that sector. Players may opt not to search some sectors, even though they have Battlegroups or recon units inhabiting it. For example, it is by *not* searching its sector that the RBG remains hidden.

If an enemy Battlegroup occupies the same sector as a friendly Battlegroup, the players resolve the engagement according to the **Contact** section below. If no opposing Battlegroups inhabit the same sectors, players go to Step 7, repairing units.



BATTLEFORCE



CONTACT

Combat occurs each time enemy Battlegroups discover one another in the same sector. Players must now determine the initiative, deployment, and force strength. If they have not already created a detailed Tactical Map for the sector, they must now specify the terrain and map layouts for the Tactical map.

Initiative

To determine initiative, the players each roll 2D6. The player who rolls the highest number has the initiative for the rest of the battle.

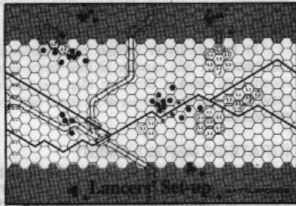
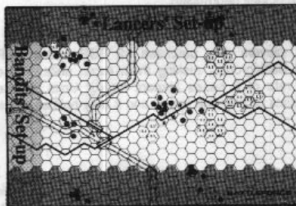
Tactical Map Set-Up

The set-up of the Tactical **BattleForce** mapsheets depends on the Strategic Map. If the players created the sectors of their Strategic Map by piecing together a number of **BattleForce** mapsheets, all they need do is lay out the two maps according to their orientation on the Strategic Map.

If they created only a rough sketch of sectors for their Strategic Map, then the player who does NOT have the initiative places a **BattleForce** mapsheet on the playing area. The player who won the initiative responds by placing the second mapsheet in any desired fashion, as long as the playing area of the newly created Tactical Map is either square or rectangular.

Deployment

Players may set up their forces within three hexes of the mapside from which they entered the sector. For example, two Battlegroups of the 7th Crusis Lancers enter the embattled sector from opposite sides, while a Battlegroup from Moore's Bandits enters directly from the left. The shaded areas in the illustration show where each Battlegroup may set up.



Once a player knows in which hexes he can set up, he takes his unit counters off the Battlegroup Worksheet and places them in Tactical Map hexes as he sees fit. Stacking limitations apply even during set-up. The player with the initiative may request that his opponent set up first. Even with the initiative, however, the player with a Battlegroup in a Prepared Position must set up first.

Prepared Positions

If a Battlegroup is in a Prepared Position, the player may place his units anywhere on the board, except for the first three hexes on any side of the Tactical Map. A Prepared Position also allows a player to place any and all Hidden Infantry and Mines that are part of that Battlegroup. (Players can purchase these units during the Regiment Creation phase if they are designing their own campaign.) The players write down these positions on sheets of paper, but the existence of mines and Hidden Infantry remains secret until an enemy unit enters a hex that contains one. If the battle ends without revealing their location, these special units may stay in the sector, even if the enemy wins the battle.

If the player chooses to move Hidden Infantry, he reveals their position and moves them according to the basic rules.

Dropping 'Mechs

If a player decides to drop a Battlegroup of 'Mechs during Strategic Map movement, he declares his intention, but he secretly designates the actual hex numbers onto which each lance will drop. Then the other player places his units normally. On the first turn, all the dropping units must land in their designated hexes. All the basic **BattleForce** rules on dropping apply.

Dropping 'Mechs may also enter a battle as reinforcements to a Battlegroup during the movement phase of any campaign turn.

RESOLVE BATTLES

After both sides have set up their units, they begin combat using the basic **BattleForce** rules and sequence of play.

There is one new rule added, however. Units may pick up the Salvage counters left by destroyed lances and carry them off the board. Any time a unit of any class or type (except AeroSpace Fighter) moves into a hex that contains a Salvage counter, the unit may pick up the counter. It does not cost any movement points to do so, but each unit may pick up only one counter. If the unit leaves the mapsheet, both the Salvage Counter and the unit go into the RBG box of the Battlegroup Worksheet, and the unit may not re-enter the board. If the unit is destroyed while carrying a Salvage counter, it leaves behind only one counter, not two. At the end of a battle, the player with possession of the battlefield (his units are the only ones remaining on the mapsheet) may gather up all unclaimed Salvage counters as the spoils of war. He places them in the RBG box of his Battlegroup Worksheet.

Breaking Off Combat

The battle continues until one side is either totally destroyed or retreats off the board.

Once two opposing Battlegroups are placed on the Tactical Map, they must engage in combat (no matter how unequal their strengths) before either side can disengage. A player's Battlegroup must also have taken a total of four damage steps before it can withdraw. (These steps can be all to one unit or scattered over the whole Battlegroup.) A player may voluntarily expose his units to enemy weapons fire, but may not intentionally destroy his own units. This rule is intended to force combat to occur and to allow some benefit to the player who, through luck or tactical planning, manages to hold the edge over his opponent. Once the four-step damage requirement is met, the player can withdraw from combat.

Before retreating his units off the board, a player must announce that his units are withdrawing. Any unit that exits the mapboard before this declaration is immediately captured (unless it is carrying a Salvage counter; see **Resolve Battles**).

After declaring a retreat, a player must withdraw all his units off the same side of the mapsheet. Any unit that withdraws off a different side is immediately captured. If a unit carrying a Salvage counter retreats off a different side, the controlling player must roll one die. On a result of 1-3, the enemy captures that unit. If he rolls 4-6, the unit escapes to the Fragmental Battlegroup. Of course, if a unit carrying a Salvage counter retreats off the same side as the other units, it is not captured.

If another enemy Battlegroup is in the sector into which the units retreat, the withdrawing units must engage in the regular battle sequence again, but do not have to take four more damage steps before they can withdraw from the new sector. Units in an untenable position may surrender.

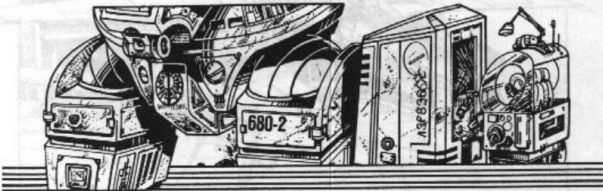
The battle ends when only the units from one side's Battlegroup remain on the map. These surviving units return to their box on the Battlegroup Worksheet, and any Salvage counters go into the RBG box.

REPAIR DAMAGED LANCES

Players must resolve all battles before they can use their RBG to repair any lances. At that point, players may use all available Salvage counters to repair units actually stationed with the RBG. Each Salvage counter can repair one damage step per unit per campaign turn. The counter is then discarded. If the RBG is destroyed or leaves the Strategic Map, however, the regiment may no longer repair its damaged lances.

Salvage counters can only repair damaged lances. They cannot create entirely new lances.

An RBG sometimes has a store of repair or supply points that act as Salvage counters for the purposes of damage repair. This is determined at the start of the campaign. A regiment usually starts a campaign with 25 to 100 repair points, which are kept with the RBG.



BATTLEFORCE

INCREASE EXPERIENCE LEVEL

Any lance that has fired its weapons at an enemy target during combat has a chance to increase its Experience Level. During the course of a campaign, it is relatively easy for Green troops to rise to Regular status, but it gets progressively more difficult for more experienced units to progress to the next level.

For each lance that fired at an enemy unit, the player rolls two dice on the Experience Level Modification Table. If the result is equal to or greater than the target for the unit's Experience Change, the unit succeeds in raising its status. The player now replaces the unit's former Experience Level chit with one for the next level up.

EXPERIENCE LEVEL MODIFICATION TABLE

Experience Change	Die Roll
Green to Regular	8
Regular to Veteran	10
Veteran to Elite	12

Units are eligible for this status change, even if they broke and fled during the battle, left the board for some other reason, or have been reduced to Step 3 damage. To make the Experience Level roll, a unit need only have attacked an enemy unit during the battle.

COMPUTE VICTORY POINTS

At the end of every battle, the players add up all Victory Points gained by destroying enemy units. The value of a destroyed unit is equal to its Overburn Ranged Attack Value (or Step 0 RA if the unit does not have an Overburn value) plus the Purchase Point value of the Experience Level and any Variation chits.

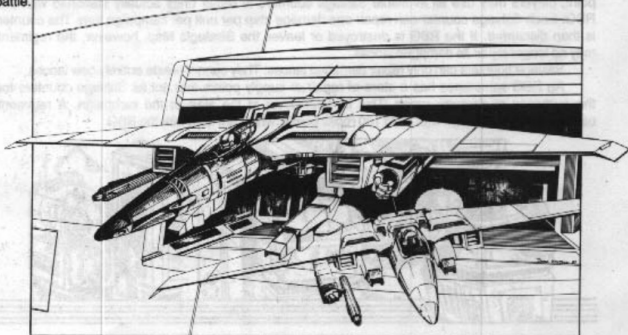
For example, a destroyed Elite Heavy 'Mech lance is worth 28 Victory Points (18 for the 'Mech + 10 for its Elite status). If the 'Mech also had a +2 Firepower Variation chit, that would add another 3 Victory Points to the total.

The amount of Victory Points for a captured unit equals two times its value as a destroyed unit.

There are a number of other ways to win Victory Points:

1. Capturing a Salvage counter is worth 10 Victory Points.
2. Eliminating the Regimental Battlegroup is worth 200 Victory Points plus the cost of the destroyed units. If all the RBG's DropShips and other attached units (such as Truck counters) are destroyed, captured, or flee into outer space, the RBG is considered destroyed.
3. Reaching a campaign objective should be worth between 100 to 250 Victory Points. Each side in the campaign usually has its own objective, such as to take a city or installation or to hold the same. The players should decide on these objectives and their Victory Point values before starting to play.

Players should note the running total of their Victory Points on a sheet of paper after each battle.



REINFORCEMENTS

After calculating their Victory Points, each player can roll 2D6 to see if reinforcements are available. If so, he may spend Victory Points to purchase them. The reinforcements appear immediately as part of the RBG. If a player's RBG is destroyed, he cannot purchase reinforcements. Players may only take reinforcements from available unused or destroyed units.

REINFORCEMENTS TABLE

Die Roll	Victory Points Available For Reinforcements
2	100
3	80
4	60
5	40
6	0
7	0
8	0
9	0
10	50
11	75
12	100

Players can only buy reinforcements with Victory Points. Having done so, a player cannot change his mind and decide to exchange units on the board for Victory Points. Once spent, Victory Points are used up.

ENDING THE CAMPAIGN

Each side in a campaign is attempting to hurt the enemy as much as possible while keeping its own forces relatively intact. Before the campaign begins, however, the players should define a specific main objective for the campaign (such as occupying several cities on a planet or trying to prevent that from happening). To accomplish this major goal will usually require the successful achievement of several smaller goals, each worth a varying number of Victory Points. The players should agree upon special rules for occupying objectives before play begins.

The Campaign Victory Point Table is a sample of how victory might be measured. Each side totals up its Victory Points at the end of the campaign and refers to the table. In some cases, it might be possible for each side to claim some type of victory.

CAMPAIGN VICTORY POINT TABLE

Victory Points	Level of Victory
750+	Crushing Strategic Victory
500-749	Decisive Operational Victory
250-499	Tactical Victory
100-250	Pyrrhic Victory
0-100	Should have stayed home



REGIMENTAL ROSTERS

THE 7TH CRUCIS LANCERS

Drawn from Star League loyalists from the Crucis March region, the Crucis Lancers fought with the Federated Suns in the first Succession War. Many of them still hoped former Army leader General Aleksandr Kerensky would return to lead the troops to victory and re-unify the Star League after one house became dominant in the war. Because the Federated Suns seemed the strongest, it attracted the best of the remaining Star League Regulars. Some had also already secretly pledged fealty to one or the other council members, in the event the League should disintegrate.

By the time it became clear that Kerensky was not returning, the Crucis Lancers had grown to several regiments, and were second in strength only to Davion's household troops.

The 7th Crucis Lancers were formed in 2795 from a core of League Loyalists, augmented with semi-independent companies affiliated with Davion, such as Kieran McKinnon's company. Their first major assignment together was, unfortunately, protecting Kentares IV against a Kurita onslaught. When Minoru Kurita overran the world, it splintered the 7th. Many companies were destroyed, with the survivors taking to the hills as guerrilla troops. Some say that a member of McKinnon's Company was the assassin who felled Minoru Kurita. To avenge Minoru's death, Jinjiro Kurita ordered the massacre of all on Kentares IV.

When Davion troops liberated the planet, they found the remnants of only two companies—McKinnon's and Kane's—and assigned them to other regiments. The 7th Crucis Lancers was kept on Davion rosters as a memorial to those killed on Kentares IV and as a reminder of the horrors committed by House Kurita.

The 7th remained a ghost regiment, represented only by an honor guard at parades, until the Second Succession War. The attempt to revive the name and glory of the 7th Crucis Lancers fizzled in one disastrous incursion into Kurita space, and the 7th was once again only a name.

In 2900, Martin Kane-Logan, a descendant of the Kane who survived Kentares IV, was being honored for exceptional action, and was given command of a regiment and permission to revive the 7th Crucis Lancers name. Serving as an advance shock troop, the new Lancers surprised enemies who did not know that the unit had been re-formed.

By 2922, the 7th Crucis Lancers was once more a name to be feared. When Davion was assembling a brigade of his best troops to repulse a Kurita incursion, he not only included the Lancers in the group, but also assembled the Brigade under their name. For their defense of New Aberdeen, the enlarged 7th Crucis Lancers (fighting under the motto "Anything, Anywhere, Anytime") were honored throughout the Federated Suns. Unfortunately, Martin's grandson, Randolph Kane-Logan, did not have the knack to keep an entire brigade operating smoothly. By 3000, the 7th Crucis Lancers were reduced to a single regiment.

Randolph Kane-Logan's son, Ron, assumed command of the Lancers in 3005. He distinguished himself as a MechWarrior and leader, and under him the Lancers were once again a mobile fighting unit. In 3013, Davion planned a major assault to remove Kurita forces from Mallory's World. As the Lancers had re-established themselves as an elite unit, Davion included them in the combined force that would spearhead the invasion. This Brigade took the name of the 7th Crucis Lancers, out of a sense of historic justice.

The command of the Lancers was shared by Ron Kane-Logan, Rahdst MacDonnell, leader of a Crucis March Militia Regiment, and Masha Badanoff of Badanoff's Brigands. Their victory at Mallory's World came at a high price—Kane-Logan was killed near the end of the war, leaving no heir. MacDonnell and Badanoff retained command of the unit and pledged to continue the 7th Crucis Lancers' traditions. To that end, they invited McKinnon's Raiders to join the Lancers, for the first time in over 200 years.

The next major battle for the Lancers occurred in 3020, on Harrow's Sun. Along with the 9th Ceti Hussars, the Lancers secretly reinforced the Harrow's Sun garrison in the face of an expected Kurita raid. However, the unexpected size of the Combine army forced the Davion troops into the mountains. Masha Badanoff was killed in the first landing, and although McKinnon's Raiders distinguished themselves in this action, Ross McKinnon, leader of the Raiders, was also killed.

Today, the 7th Crucis Lancers serve along the Draconis March as a quick-response force. As Davion forces move foot by foot into Kurita space, the Lancers, and especially McKinnon's Raiders, have been in the thick of it, feared and respected on every front.

TABLE OF ORGANIZATION

In the following rosters, the numeric values given for each lance are:

RA(CA)/D-R MP

RA — Ranged Attack Value

CA — Close Attack Value

D — Defensive Value

R — Range in hexes

MP — Movement allowance

The right-hand column indicates the **BATTLEFORCE** counter which most closely represents each lance.

7TH CRUCIS LANCERS

Regimental Command Headquarters

1st Lance — 7(12)/6-2-4 Veteran

Colonel Rahdst MacDonnell; Elite Cyclops

Arthur Norton; Veteran Spider

Linton Reese; Veteran Spider

Penny Whithers; Veteran Spider

2nd Lance — 8(13)/7-2-4 Veteran

Lt. Colonel Natalia Badanoff; Elite Cyclops

Alex Smigelski; Elite Stinger

Arturo Rodriguez; Veteran Wasp

Victor Laleur; Regular Phoenix Hawk

Type 4 Medium, no jump

Type 3 Medium, no jump

Vanur's Battalion

Battalion Headquarters — 8(14)/7-2-4 Veteran

Major Lyte Vanur; Elite Cyclops

Craig McShane; Veteran Phoenix Hawk

Andy Knibbs; Veteran Spider

Bobby Goltz; Veteran Assassin

Type 3 Medium, no jump

McKinnon's Company — The Fox's Teeth

Command Lance — 10(13)/8-2-4 Elite

Captain Ian McKinnon; Elite Marauder

George Lytton; Elite Warhammer

Paul Danton; Elite Phoenix Hawk

Austin Vorster; Veteran Stinger

Type 6 Medium

Medium Lance — 10(14)/8-3-4 Elite

Lieutenant Karl Ryder; Elite Crusader

Iskora Chipende; Veteran Phoenix Hawk

Ernst Lang; Elite Rifleman

Henrik Dekker; Elite Wasp

Recon Lance — 5(8)/7-3-5 Veteran

Lieutenant Kalle Nomura; Elite Griffin

Mark McKinnon; Regular Shadow Hawk

Mateo Alvarez; Veteran Wasp

Robert Grey; Veteran Stinger

Type 3 Heavy

Type 1 Light no fire, no jump, ESR

Loughten's Company

Command Lance — 13(18)/9-3-4 Veteran

Captain Robert Loughten; Elite Crusader

Lieutenant Horace Duplaine; Veteran Thunderbolt

Nikoli Cochrane; Veteran Ostroc

Clifton Alexander; Veteran Centurion

Type 6 Medium

Fire Lance — 10(12)/9-4-4 Veteran

Lieutenant Hugo Elmore; Elite Archer

Petre Hamal; Veteran Archer

Aislinn Chubb; Veteran Valkyrie

Katherine Slater; Veteran Valkyrie

Type 1 Medium, no jump

Recon Lance — 3(8)/5-2-7 Veteran

Lieutenant Doreen Ellen; Elite Assassin

Llewellyn Smyth-Jones; Veteran Spider

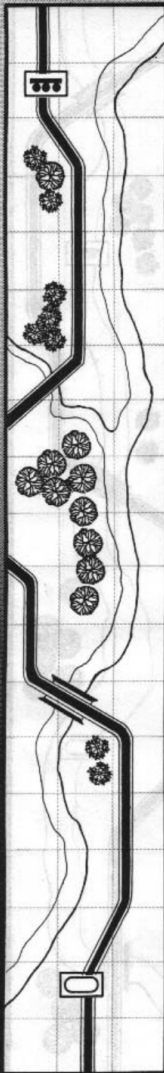
Dwayne Mathers; Veteran Outscout

Lynn Craken; Regular Outscout

Type 2 Light, ESR



BATTLEFORCE



Mifune's Company

Command Lance — 7(12)8-3-4j **Veteran**
 Captain Manuel Mifune; Elite Grasshopper
 Lieutenant Dick Smithers; Regular Wolverine
 Kiko Jones; Veteran Vulcan
 Lexington Davies; Regular Clint
Medium Lance — 5(9)7-3-5 **Veteran**
 Lieutenant Diego Lifowitz; Elite Dragon
 Marsha Evers; Veteran Shadow Hawk
 Cynthia Evers; Veteran Valkyrie
 Stephanie Evers; Veteran Wasp
Recon Lance — 5(9)6-2-6j **Regular**
 Lieutenant Horace Alver; Elite Phoenix Hawk
 Alex Hill; Regular Spider
 Chilton Grahame; Regular Wasp
 Heintz Lister; Regular Wasp

Type 4 Medium

Type 5 Medium, no jump

Type 3 Medium

Cliffons's Battalion

Battalion Headquarters — 7(12)6-2-4 **Veteran**
 Major George Clifton; Elite Cyclops
 Raymond Wares; Veteran Commando
 Robert Pinto; Veteran Outscout
 Leo Griffiths; Regular Locust

Type 4 Medium, no jump

Lexington's Company

Assault Lance — 15(18)9-3-4 **Veteran**
 Captain Hanako Lexington; Elite BattleMaster
 Lieutenant Oran Fresno; Veteran Marauder
 Kent Whitting; Veteran Marauder
 Desiree Nicola; Regular Warhammer

Type 3 Assault

Attack Lance — 11(16)9-3-4 **Veteran**
 Lieutenant Conroy T. Eley III; Elite Crusader
 Clarence Keckles; Veteran Hunchback
 Lenore Katzman; Regular Enforcer
 Exeter Sanquist; Regular Enforcer

Type 6 Medium

Medium Lance — 9(14)8-3-4 **Veteran**
 Lieutenant William Etelson; Elite Thunderbolt
 Raymond Wares, Jr.; Veteran Enforcer
 David Cerda; Regular Centurian
 Alberto Bransteder; Regular Clint

Type 3 Medium, no jump

Izquierda's Company

Command Lance — 11(16)9-3-4 **Veteran**
 Captain Dan Izquierda; Elite Orion
 Lieutenant Elsie Zane; Veteran Outscout
 Paul Knight; Veteran Vindicator
 Wendy Hayes; Regular BlackJack

Type 3 Medium, no jump

Fire Lance — 10(12)9-4-4 **Veteran**
 Lieutenant Charles Gershwin; Elite Archer
 Sheila Linehan; Veteran Archer
 Saul Fabino; Regular Valkyrie
 Dave Houston; Regular Valkyrie

Type 1 Medium, no jump

Recon Lance — 4(5)4-1-8 **Veteran**
 Lieutenant Julius DeFior; Elite Locust
 Shane Horween; Veteran Locust
 Dearth Lifaque; Regular Locust
 John Leary; Regular Locust

Type 4 Light

Christoph's Company

Command Lance — 9(14)8-3-4 **Elite**
 Captain Fred Christoph; Elite Dragon
 Lieutenant Maya Weissman; Veteran Dragon
 Chris Iglesias; Veteran Hunchback
 Chiz Felt; Elite Hatchetman

Type 3 Heavy, no jump

Attack Lance — 5(8)5-2-6 **Regular**
 Lieutenant John David John; Elite Cicada
 Nancy Hebron; Regular Assassin
 Steve Steinhardt; Regular Outscout
 Jerry Pinder; Regular Commando

Type 2 Light, no jump

Light Lance — 5(8)5-2-6j **Veteran**
 Lieutenant Lorna Groen; Elite Firestarter
 Mary Prongerast; Veteran Stinger
 Richard Nash; Regular Wasp
 Earnie Leinenkugel; Regular Wasp

Type 3 Light

Smif's Battalion

Battalion Headquarters—8(13)/6-2 4 Veteran
Major Alexandra Smif; Elite Cyclops
Shelly Ankerstjerne; Veteran Clint
Amanda Gonzalez; Veteran Vulcan
Wendy Armstrong; Veteran Javelin

Wilson's Company

Command Lance—11(13)/9-4 4 Veteran
Captain Giedt Wilson; Elite Crusader
Lieutenant Laurel Barry; Veteran Wolverine
Aida Quinn; Veteran Griffin
Muhammad Smith; Regular Trebuchet

Attack Lance—9(14)/7-3 4 Veteran
Lieutenant Ali LeVerne; Elite Rifleman

Vince Millard; Veteran Hunchback
Belinda Straight; Veteran Hatchetman
Victoria Andrews; Regular Hermes II

Light Lance—5(8)/5-2 6 Veteran

Lieutenant Amy Craig; Elite Cicada
Chip Beale; Veteran Outscout
Malachi Cleary; Regular Jenner
Barney Lombard; Regular Stinger

York's Air Company

Heavy Air Lance—11(8)/6-15 H Elite
Lieutenant Milton York; Elite Stuka
Norton Gleason; Elite Stuka

Medium Air Lance—8(6)/5-15 M Elite
Lieutenant Ian Freed; Elite Lucifer
Jane Saltzman; Regular Lucifer

Light Air Lance—3(3)/5-5 L Elite
Lieutenant Grant Smith; Elite Sparrowhawk
Marcos Hughes; Veteran Sparrowhawk

Howard's Company

Heavy Recon Lance—9(15)/8-3 4j Veteran
Captain Baxter Howard; Elite Victor
Lieutenant Richard Kipp; Veteran Dervish

Garret Harrelson; Veteran Quickdraw
Max Metzler; Regular Valkyrie

Medium Recon Lance—6(10)/6-2 6j Veteran
Lieutenant Robert Gremley; Elite Assassin
Harlan Wayne; Veteran Phoenix Hawk
Alan Rose; Regular Javelin
Calvin Wallach; Regular Stinger

Light Recon Lance—3(6)/5-2 6j Regular
Lieutenant Martin Utley; Elite Wasp
Aege Malone; Regular Wasp
Ron Tippenmeier; Regular Stinger
James Bushmill; Regular Wasp

Type 4 Medium, no jump

Type 1 Medium

Type 3 Heavy

Type 3 Light, no jump

Type 1 Medium

Type 1 Light

Type 2 Light

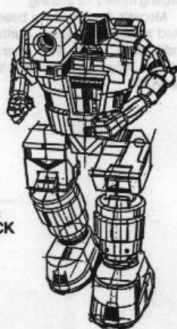
Type 3 Heavy

Type 5 Medium

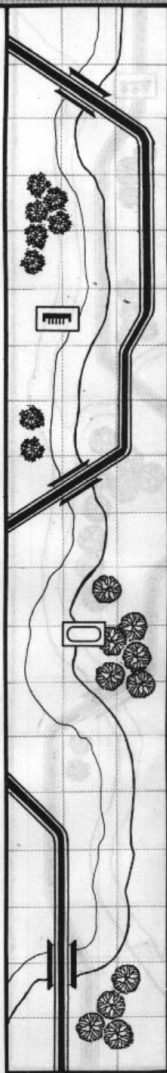
Type 2 Light



HERMES II



HUNCHBACK



MOORE'S BANDITS

About 150 years ago, Moore's Bandits appeared in the Periphery as a company attached to Hendrik Grimm II. Though an astoundingly good MechWarrior, Dennis Moore, the founder of the Bandits, was a swaggering, egotistical braggart. When he angered Grimm by boasting that soon Oberon VI would be known as Moore's Planet, Moore and his troops were sent packing within twelve hours, swearing to return when they were ready to take the planet.

The Bandits began work as mercenaries for the Free Worlds' League, the only government willing to hire an unknown group of Periphery raiders. To augment his troop size, as well as give new guys a chance, Moore began the custom of hiring aspiring, untried MechWarriors. If the student MechWarrior later left, Moore hoped that the warrior would always remember, and be grateful to, the Bandits, who could call on him in any emergency.

Moore's Bandits soon established themselves in the Free Worlds' League as a daring regiment, quick to respond to a battle call. Always experimenting with new methods, they developed many useful innovations and had few disastrous failures. Under Dennis Moore, Jr., they were still an unpredictable group, often going where they were not needed and claiming all the glory. Moore Junior was as bad at keeping good employer relations as his father had been, and the Bandits shuttled between Marik principalities, gradually wearing out their welcome.

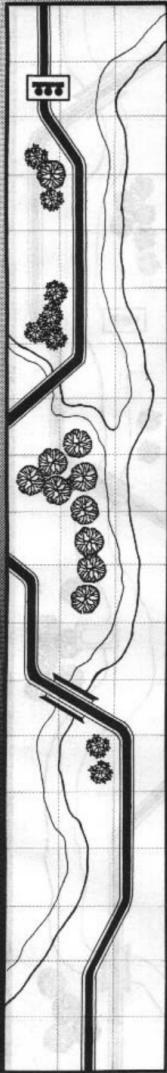
Finally, the Bandits' newest employer, the Duke of Oceana, refused to pay them unless Moore publicly apologized for calling the duke "a weasel in ferret's clothing". Once again, Moore's Bandits went packing, in search of another tolerant, desperate employer. They ended up with the Draconis Combine.

House Kurita was willing to hire any 'Mech outfit with a good combat record, regardless of their personal history. Under the guidance of Sato Kurita, the Bandits evolved into an efficient, powerful unit. After ten years, the Bandits (under Dennis Moore III) were one of Kurita's best mercenary units.

Moore continued the Bandit tradition of teaching new MechWarriors. If accepted into the Bandits, a MechWarrior would contract for a five-year unpaid internship, during which he would receive training and field experience. When the five years were over, the best would be invited to stay with the Bandits; otherwise, the MechWarriors were on their own. Moore's training tactics were sound, and few formed students failed to find employment with another unit. Any MechWarrior who trained with Moore's Bandits signed, in blood, a paper swearing never to oppose the Bandits. Should an alumnus of the Bandits find himself opposing them in battle, he was to remove himself from combat, however he wished. The penalty for failure to do so was death, either on the field or off. No one doubted that the Bandits would follow through on this punishment.

The practices of Moore's Bandits and the independence of its commanders have changed little. The last serious incident was over 20 years ago, when Commander Daniel Moore instituted a plan in which student MechWarriors would pay for their training. Soon Moore was accepting payoffs for admittance in the program. As admission standards dropped, the unit became less efficient. Kurita learned of this, and by remarkable coincidence, Daniel Moore died of natural causes shortly thereafter. His nephew John replaced him and quickly ended the practice of accepting money for training.

Moore's Bandits have been in Kurita's employ longer than most mercenary units. Although invited to ally with House Kurita as Regular Army troops, they have respectfully declined. The Bandits wish to run their operation their own way and to send Bandit-trained MechWarriors wherever they can. Someday they plan to recall their students to wipe out the Bandit King of Oberon VI.



MOORE'S BANDITS

Regimental Command Headquarters—17(22)9-2 4 Elite

Colonel John Moore; Elite Cyclops
Raphael Ferrar; Elite BattleMaster
Dennis Idle; Elite Warhammer
Frazer Drake; Veteran Warhammer

Type 1 Assault

Regimental Artillery

DeLaney Battery—7(0)4-(5-40) 2t Veteran

Elite Long Tom
Veteran Long Tom
Veteran Long Tom
Regular Long Tom

Type 1 Vehicle

Plank Battery—7(0)4-(5-40) 2t Regular

Veteran Long Tom
Regular Long Tom
Regular Long Tom
Regular Long Tom

Type 1 Vehicle

Muzzak's Observers—2(2)2-0 18th Regular

Regular Skimmer
Regular Skimmer
Regular Skimmer
Regular Skimmer

Type 8 Vehicle, hover

Regimental Support Company

Headquarters Support—2(2)4-1 4w Regular

Robert Rembos; Elite Mobile Headquarters
Green Ordinance Transport
Green MASH
Veteran Skimmer

Truck

Ammunition Support—1(1)2-0 5t Green

Bill Thufits; Green Ordinance Transport
Green Ordinance Transport
Green Ordinance Transport
Green Ordinance Transport

Truck

Medical Support—3(3)5-0 5w Regular

Blanche Lemour; Veteran MASH
Veteran MASH
Veteran MASH
Green Coolant Truck

Truck

Ellis' Battalion

Battalion Headquarters—14(17)9-3 4 Veteran

Major Donald Rogers; Veteran Warhammer
James Florence; Veteran Marauder
Hugo Jones; Regular Enforcer

Type 2 Heavy

Lemming's Company

Command Lance—14(17)9-3 4 Regular

Captain B. D. A. Lemming; Elite Crusader
John Smith; Regular Warhammer
Lieutenant Dave Allen; Veteran Marauder
Barker Johannes; Green Enforcer

Type 2 Heavy

Fire Lance—10(13)9-3 4 Veteran

Lieutenant Arthur Smith; Elite Archer
Ronald Harrison; Elite Archer
Gwen Dolan; Veteran Spider
Zach Huettel; Regular Spider

Type 4 Medium, no jump

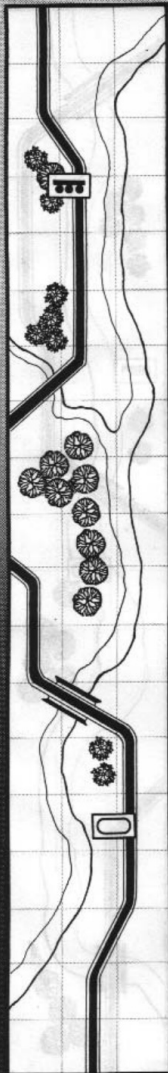
Recon Lance—5(9)5-2 6j Green

Lieutenant Desmond Smith; Regular Wasp
Robert Falls; Green Stinger
Jeffrey Orman; Green Firestarter
William Peterson; Green Javelin

Type 3 Light



BATTLEFORCE



Seled's Company

Command Lance—11(17)9-3 4 Regular

Captain Teddy Seled; Veteran Phoenix Hawk
Lieutenant Martha Smith; Regular Rifleman
John L. Johnston; Regular Thunderbolt
Gil McDonald; Green Grasshopper

Type 5 Medium

Medium Lance—10(15)9-3 4 Regular

Lieutenant Ricky Lee; Veteran Hunchback
Fong Quock; Regular Hunchback
Arthur Putney; Regular Blackjack
Margaret Wonder; Green Clint

Type 3 Heavy, no jump

Light Lance 9(11)9-4 5 Green

Lieutenant Scott Sands; Regular Trebuchet
Wayland Smith; Green Griffin
John Anderson; Green Shadow Hawk
Bobbie Hasentus; Green Wolverine

Type 5 Medium, no jump

Neutron's Company

Command Lance—14(18)9-3 4 Veteran

Captain Miles "Neutron" Smith; Elite Rifleman
Lieutenant Bruce Letterday; Elite Rifleman
Victoria Jones; Regular Crusader
Gerald Garcia; Veteran Thunderbolt

Type 2 Heavy

Assault Lance—17(22)9-2 4 Veteran

Lieutenant Angus Paddington; Elite BattleMaster
Doug Markowicz; Veteran Cyclops
Strijen Smith; Veteran Warhammer
Linda Vrabel; Veteran Warhammer

Type 1 Assault

Recon Lance—8(10)7-3 4 Regular

Lieutenant Elliete Fish; Elite Catapult
Belinda Sart; Green Wasp
Nygen Vinh Tho; Veteran Wasp
Paula Sjogar; Regular Quickdraw

Type 4 Medium

Mangrove's Battalion

Battalion Headquarters—11(17)9-3 4 Veteran

Major Vidal Tain; Veteran Rifleman
Wesley Grace; Regular Thunderbolt
Soledad Jones; Regular Grasshopper

Type 3 Medium, no jump

Doug's Company

Command Lance—7(12)9-3 4 Regular

Captain James Doug; Regular Enforcer
Lieutenant Francesco Galati; Regular Clint
George Triplehaw; Veteran Shadow Hawk
Larry Grabowski; Elite Dervish

Type 4 Medium

Medium Lance—7(13)7-3 4 Regular

Lieutenant Roger Chlodiers; Veteran Hatchetman
Creve Smith; Elite Hatchetman
Elisabeth Orden; Green Hatchetman
Roger O'Malley; Green Hatchetman

Type 3 Heavy

Light Lance—4(6)5-2 6 Green

Lieutenant Edhara Ledoux; Elite Stinger
Jim Smith; Green Stinger
Scott Arbothnot; Green Wasp
Greg Straff; Green Wasp

Type 2 Light

Dinsdale's Company

Command Lance—8(14)9-3 4 Regular

Captain Raula Dinsdale; Elite Enforcer
Gary Beach; Green Enforcer
Virginia Knowles; Green Enforcer
Genna Knowles; Regular Enforcer

Type 3 Medium

Heavy Lance—14(17)9-3 4 Regular

Lieutenant Y.A. Pratt; Elite Crusader
Sven Erikson; Veteran Warhammer
Henry Louis; Green Rifleman
Zarbon Mahler; Regular Phoenix Hawk

Type 2 Heavy

Light Lance—5(9)6-2 6 Regular

Lieutenant S. Norman; Veteran Phoenix Hawk
Washington Smith; Regular Javelin
Samwa Pfiffer; Regular Wasp
JoAnn Curtin; Regular Stinger

Type 5 Medium

Atkinson's Company

Heavy Platoon—18(16)7-2 4t Regular
 Captain Sadie Atkinson; Regular Von Luckner
 Arnold Marx; Green Von Luckner
 Kevin Saenz; Regular Von Luckner
 Parrish Siplon; Regular Von Luckner

Light Platoon—3(1)8-2 8t Green
 Lieutenant C.J. Brown; Regular Vedette

Calix Niven; Regular Vedette
 Mike Scrypczek; Green Vedette
 Jas McCutchen; Green Vedette

Recon Platoon—3(2)5-2 5w Green
 Lieutenant Cortez Smith; Regular Striker
 Tony Bialas; Regular Striker
 Peter Gilles; Green Jeep
 Joyce Fraizer; Green Jeep

Livingston's Company

Command Platoon—8(7)10-3 4t Green
 Captain Jack Livingston; Regular Rommel
 Thomas Smith; Green Rommel
 Jackie Renalt; Green Patton
 Kirk Wyss; Regular Patton

Medium Platoon—10(8)7-3 4t Green
 Lieutenant David Kay; Regular Manticore
 Todd Lazar; Regular Manticore
 Greg Stott; Green Manticore
 Brett Stevens; Green Manticore

Recon Platoon—5(5)4-1 8t Regular
 Lieutenant Marc McClellan; Regular Pegasus
 Guy McDougal; Regular Pegasus
 Benjamin Holt; Regular Skimmer
 Mordechi Shapiro; Regular Skimmer

Biggle's Battalion

Battalion Headquarters—5(9)4-2 6j Veteran
 Major Jarl Doyle; Elite Phoenix Hawk
 Patricia Veck; Veteran Javelin
 Angus McPherson; Regular Wasp
 John Vliet; Regular Stinger

Fang's Company

Command Platoon—10(9)10-3 4t Green
 Captain Raul "Fang" Oppenheimer; Regular Patton
 Val Wojnowicz; Green Von Luckner
 Arlon Tapool; Green Patton
 Mercedes Lynch; Green Patton

Medium Platoon—9(8)9-2 4t Regular
 Lieutenant Doug Smith; Regular Rommel
 Ed Ferris; Regular Rommel
 Shelley Coleman; Regular Rommel
 Leon Schwartz; Regular Rommel

Light Platoon—4(3)5-2 4t Regular
 Lieutenant David Peterson; Regular Galleon
 Jody Ronen; Green Galleon
 Soux Jones; Regular Scorpion
 Pearl Walsh; Regular Vedette

Type 3 Vehicle

Type 7 Vehicle

Type 8 Vehicle

Type 5 Vehicle

Type 6 Vehicle, Tracked, no hover

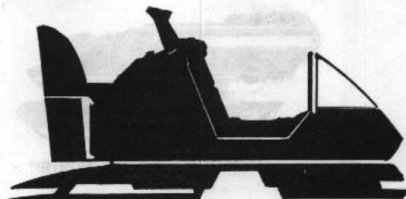
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Type 5 Medium

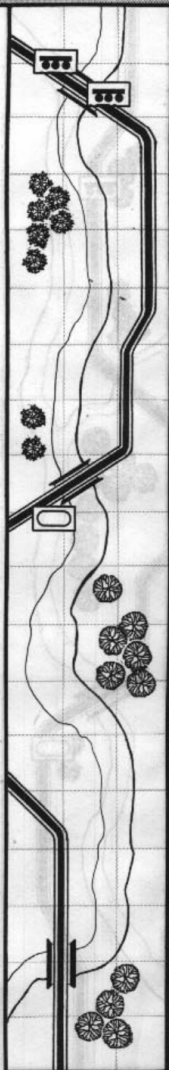
Type 5 Vehicle

Type 5 Vehicle

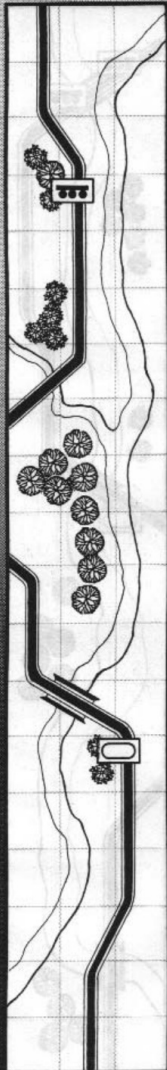
Type 7 Vehicle, Tracked, no wheel



SKIMMER



BATTLEFORCE



Richelou's Company

Command Platoon—9(6)/6-4 3t Regular
 Captain Joanna Richelou; Elite Demolisher
 Lieutenant Yasuko Amau; Regular Manticores
 Paulette Angure; Green Hunter
 Babe Norris; Green Hunter

Heavy Platoon—9(6)/6-4 3t Regular
 Lieutenant Ed Burke; Veteran Demolisher
 Roman Puchinski; Regular Manticores
 Wallace Davis; Green Hunter
 David Orr; Green Hunter

Light Platoon—4(3)/4-2 4t Green
 Lieutenant B.D. Davor; Regular Scorpion
 Larry Vigilante; Green Galleon
 Jaqueline Glass; Green Scorpion
 Hank McGouring; Green Galleon

Type 5 Vehicle

Type 5 Vehicle

Type 7 Vehicle, Tracked, no wheel

Old Woman's Company

1st Platoon—3(1)/4-3 4t Green
 Captain Greta Jones; Regular Scorpion
 Diego Miro; Green Scorpion
 Karl Sullivan; Green Scorpion
 Dick Prado; Green Scorpion

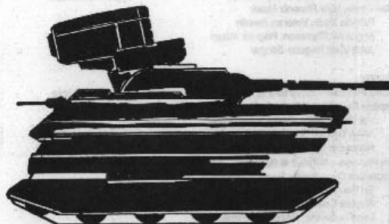
2nd Platoon—4(3)/4-2 4t Green
 Lieutenant Ellis Arden; Regular Galleon
 Jackie Holloway; Green Galleon
 Michelle Wheelan; Green Scorpion
 Bob Borkare; Green Scorpion

3rd Platoon—4(4)/4-1 6t Green
 Lieutenant Arnold Sheep; Regular Galleon
 Ahmed Moustafa; Green Galleon
 Stanley Owsley; Green Galleon
 Tiffany Vasquez; Green Galleon

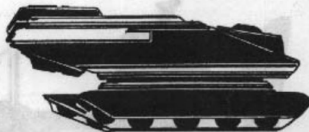
Type 7 Vehicle, Tracked, no wheel

Type 7 Vehicle, Tracked, no wheel

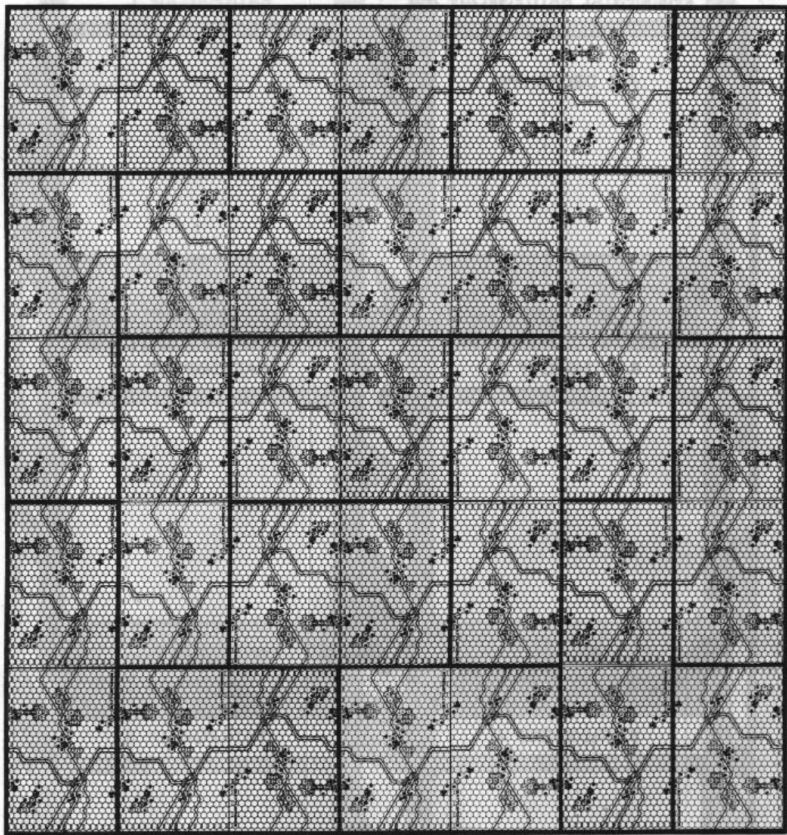
Type 7 Vehicle



MANTICORE



HUNTER



Sample Strategic Map

-  Thick lines show Sector borders
-  Thin lines show Tactical Map border within Sector

● BATTLEFORCE BATTLEGROUP WORKSHEET ●

REGIMENTAL BATTLEGROUP

ALL DROPSHIPS

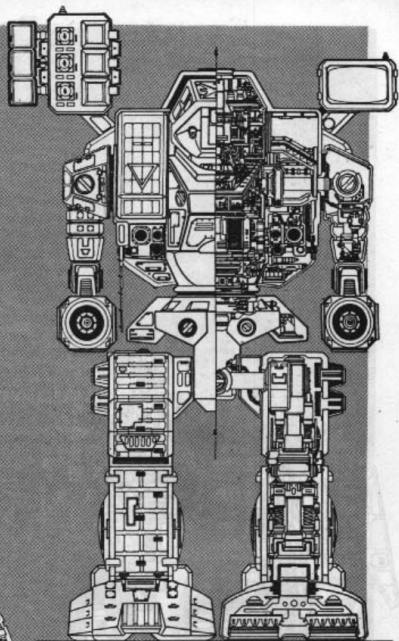
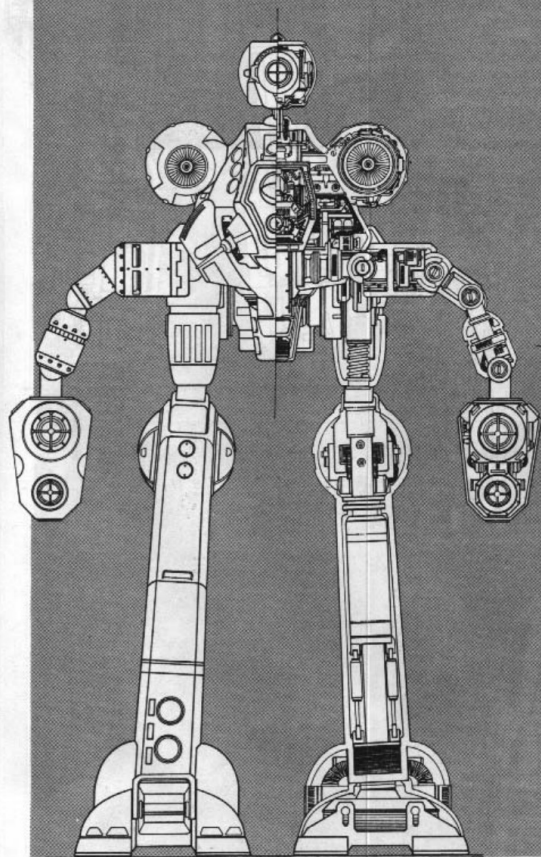
BATTLEGROUP 1

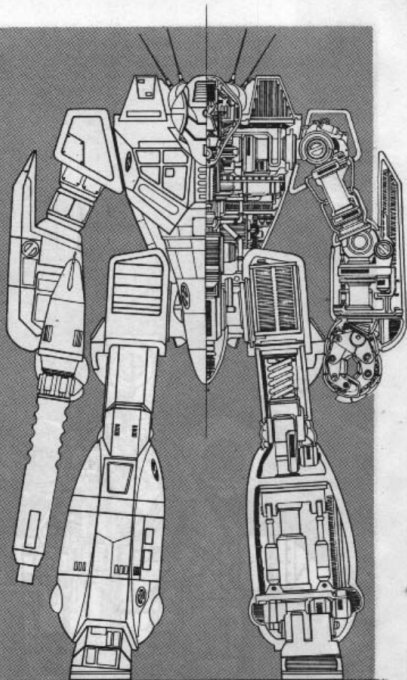
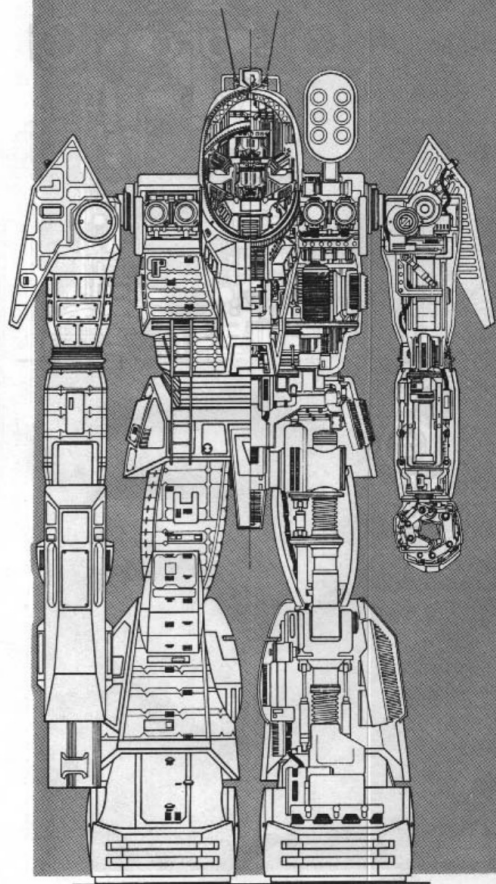
BATTLEGROUP 2

BATTLEGROUP 3

BATTLEGROUP 4

BATTLEGROUP 5





BATTLEFORCE™

SMALL UNIT ACTIONS IN THE 31st CENTURY

Die Roll

CRITICAL HIT TABLE

Die Roll	Event
2	Unit Destroyed
3	Unit Surrenders
4	Unit Breaks and Flees
5	Unit Takes three Damage Steps
6	Unit Takes two Damage Steps
7	Unit Takes one Damage Step
8	Unit Takes two Damage Steps
9	Unit Takes three Damage Steps
10	Unit Breaks and Flees
11	Unit Surrenders
12	Unit Destroyed

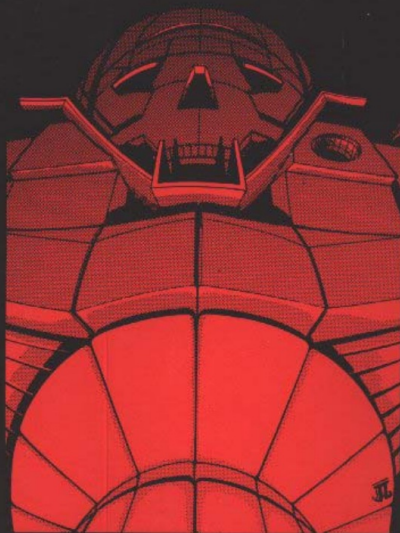
Table Explanations:

Unit Takes Damage Steps: Unit immediately takes the indicated number of damage steps.

Unit Breaks and Flees: Unit immediately is removed from the board. However, it may rally and return to the board on any Open hex adjacent to any of the player's undisrupted units. To rally, the unit must roll a 12 on 2D6. The phasing player may roll once per broken unit per turn. Experience Level modifiers for a Disruption Roll must be applied.

Unit Surrenders: Unit is immediately toppled face down as a Disrupted unit and may not move, attack, sight, or act as forward observer. The unit may not right itself at the end of the turn, but must remain toppled until a friendly or enemy unit moves into the same hex. If a friendly unit moves into the hex first, the unit is righted on the next turn and acts normally. If an enemy unit moves into the hex first, the unit is immediately removed from the board. It has been captured by the enemy. In a campaign, enemy units may replace the captured unit with one of their own units of the same class and type, or the captured unit may be broken up for salvage. One salvage marker is earned for each step remaining on the captured unit.

Unit Destroyed: A Critical Hit explodes an ammunition magazine and sets off a chain reaction. The unit immediately takes four damage steps. All units adjacent to or in the same hex as this exploding unit are immediately attacked, using the >5 column on the Combat Results Table. No modifiers apply. All units caught in the blast must also make a Disruption Roll. Units destroyed in this manner do not leave salvage markers.



EXPERIENCE COMBAT MODIFIERS TABLE

Experience Level	Column Shifts
Green	-1
Regular	0
Veteran	+1
Elite	+2

TERRAIN COMBAT MODIFIERS TABLE

Terrain	Column Shifts
Level 1 water	0
Level 2 water	-4 (only if defender is in hex)*
Open Ground	0
Light Woods	-1
Heavy Woods	-2
Rough	-1
Light Buildings	-2
Medium Buildings	-3
Heavy Buildings	-4
Hardened Buildings	-6
Rubble	-1
Target Unit Disrupted	+2

*The modifier for Level 2 water is used only if the defender is in the Water hex. It is never used as an intervening terrain modifier.

COMBAT RESULTS TABLE

	-10	-9	-8	-7	-6	-5	-4	-3	-2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
2	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
3										D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
4										D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
5										D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
6										D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
7										D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
8										D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
9										D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
10										D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
11										D	D	D	D	D	D	D	D	D	D	D	D	D	D	D
12										D	D	D	D	D	D	D	D	D	D	D	D	D	D	D

A number result gives the number of damage steps the target unit takes, which is applied immediately.

A D result means that the defender was forced to make a Disruption Check.

A C result means that the defender has suffered a critical hit.

A blank space means that the attacker missed his target.

TERRAIN MOVEMENT MODIFIERS

Terrain	Additional or Cost/Hex	Unit Type Prohibited
Clear, Open	0	None
Water, Level 1	+2	Wheeled, Tracked
Water, Level 2	+4	Wheeled, Tracked
Light Woods	+1	Wheeled, Hover
Heavy Woods	+2	Wheeled, Hover, Tracked
Rough	+1	Wheeled
Rubble	+1	Wheeled
Light Buildings	+1	None
Medium Buildings	+2	None
Heavy Buildings	+3	None
Hardened Buildings	+3	None
Elevation Levels	+2 per level. Units may change only one elevation per hex moved. Jump-capable units ignore this modifier.	None

DISRUPTION CHECK TABLE

Experience	Die Roll
Elite	4
Veteran	6
Regular	7
Green	9

Modifiers
Unit is Stopped -1
Already Disrupted -1

R M		RA CA D R M		R M		RA CA D R M	
3	6	14	2	9	10	8	3
3	4	11	14	9	8	7	6
3	4	9	11	7	2	6	7
3	4	7	8	5	2	6	6
3	4	5	5	3	2	6	6

JUMP TYPE 3

R M		RA CA D R M		R M		RA CA D R M	
3	6	14	2	9	10	8	3
3	4	11	14	9	8	7	6
3	4	9	11	7	2	6	7
3	4	7	8	5	2	6	6
3	4	5	5	3	2	6	6

JUMP TYPE 4

R M		RA CA D R M		R M		RA CA D R M	
3	6	14	2	9	10	8	3
3	4	11	14	9	8	7	6
3	4	9	11	7	2	6	7
3	4	7	8	5	2	6	6
3	4	5	5	3	2	6	6

JUMP TYPE 3

R M		RA CA D R M		R M		RA CA D R M	
3	6	14	2	9	10	8	3
3	4	11	14	9	8	7	6
3	4	9	11	7	2	6	7
3	4	7	8	5	2	6	6
3	4	5	5	3	2	6	6

JUMP TYPE 4

R M		RA CA D R M		R M		RA CA D R M	
3	6	14	2	9	10	8	3
3	4	11	14	9	8	7	6
3	4	9	11	7	2	6	7
3	4	7	8	5	2	6	6
3	4	5	5	3	2	6	6

JUMP TYPE 4

R M		RA CA D R M		R M		RA CA D R M	
3	6	14	2	9	10	8	3
3	4	11	14	9	8	7	6
3	4	9	11	7	2	6	7
3	4	7	8	5	2	6	6
3	4	5	5	3	2	6	6

JUMP TYPE 4

R M		RA CA D R M		R M		RA CA D R M	
3	6	14	2	9	10	8	3
3	4	11	14	9	8	7	6
3	4	9	11	7	2	6	7
3	4	7	8	5	2	6	6
3	4	5	5	3	2	6	6

JUMP TYPE 5

R M		RA CA D R M		R M		RA CA D R M	
3	6	14	2	9	10	8	3
3	4	11	14	9	8	7	6
3	4	9	11	7	2	6	7
3	4	7	8	5	2	6	6
3	4	5	5	3	2	6	6

JUMP TYPE 5

R M		RA CA D R M		R M		RA CA D R M	
3	6	14	2	9	10	8	3
3	4	11	14	9	8	7	6
3	4	9	11	7	2	6	7
3	4	7	8	5	2	6	6
3	4	5	5	3	2	6	6

JUMP TYPE 6

R M		RA CA D R M		R M		RA CA D R M	
3	6	14	2	9	10	8	3
3	4	11	14	9	8	7	6
3	4	9	11	7	2	6	7
3	4	7	8	5	2	6	6
3	4	5	5	3	2	6	6

JUMP TYPE 6

R M		RA CA D R M		R M		RA CA D R M	
3	6	14	2	9	10	8	3
3	4	11	14	9	8	7	6
3	4	9	11	7	2	6	7
3	4	7	8	5	2	6	6
3	4	5	5	3	2	6	6

JUMP TYPE 6

R M		RA CA D R M		R M		RA CA D R M	
3	6	14	2	9	10	8	3
3	4	11	14	9	8	7	6
3	4	9	11	7	2	6	7
3	4	7	8	5	2	6	6
3	4	5	5	3	2	6	6

JUMP TYPE 6

Figure 1 shows two examples of the Fire Lance Type 1. Each example consists of a 4x4 grid of colored squares (red, green, blue, yellow) with numbers 1-6. The grid is labeled 'FIRE LANCE TYPE 1' and 'H'.

Example 1 (Left):

R	M		
4	6		
4	4		
4	4		

Example 2 (Right):

RA	CA	D	R	M
21			4	6
15	13	9	4	4
12	9	7	4	4
9	5	5	4	4

Figure 1 shows three examples of Type 1 matrices. Each example consists of a 4x4 matrix with a circled 'X' in the top-left corner. The matrices are labeled TYPE 1. The first matrix has columns R, M and rows 1, 1, 1, 1. The second matrix has columns R, A, C, D, R, M and rows 3, 3, 2, 2, 1, 1, 0, 0, 1, 1. The third matrix has columns R, A, C, D, R, M and rows 3, 3, 2, 2, 1, 1, 0, 0, 1, 1.

Figure 1. The four types of the 1000 Genomes Project. The four types of the 1000 Genomes Project are shown, each with a color-coded background and a corresponding icon. The types are: VETERAN (green), VETERAN VETERAN (dark green), VETERAN (light green), and VETERAN (yellow). Each type has a corresponding icon: a person, a person with a cane, a person with a cane and a dog, and a person with a cane and a dog. The icons are labeled with 'HEAVY' and 'REGULAR' and 'TYPE 2'.

VETERAN

REGULAR

REGULAR

R M

1 1

1 1

1 1

1 1

TYPE 1

VETERAN VETERAN

REGULAR

REGULAR REGULAR

RA CA D R M

3 3 2 1 2

2 2 1 1 2

1 1 0 1 2

0 0 -1 1 2

VETERAN VETERAN

REGULAR

REGULAR REGULAR

RA CA D R M

4 4 3 1 2

3 3 2 1 2

2 2 1 1 2

1 1 0 1 2

TYPE 3

VETERAN

REGULAR

REGULAR

RA CA D

4 4 3

3 3 2

2 2 1

1 1 1

VETERAN		VETERAN VETERAN		VETERAN	
HEAVY				HEAVY	
					
REGULAR		REGULAR		REGULAR	
R M		RA	CA	R M	
3 6		16		3 6	
3 4		13 17 10	3 4		13 17 10
3 4		10 13 8	3 4		10 13 8
3 4		8 9 6	3 4		8 9 6
3 4		6 5 4	3 4		6 5 4
JUMP		JUMP		JUMP	
TYPE 3		TYPE 3		TYPE 3	

VETERAN		VETERAN		VETERAN		VETERAN		VETERAN	
REGULAR		REGULAR		MOTORIZED		MOTORIZED		VETERAN	
REGULAR		REGULAR		REGULAR		REGULAR		REGULAR	
R	M	RA	CA	D	R	M	RA	CA	D
1	1	6	6	2	1	3	3	3	4
1	1	5	5	1	1	3	2	2	3
1	1	3	3	0	1	3	1	1	2
1	1	1	1	1	1	3	0	0	1
TYPE 2		TYPE 4		TYPE 4		TYPE 4		TYPE 4	

The diagram illustrates a 2x2x2x2 cube with the following labels and piece counts:

- Top Face (VETERAN):** AEP (23 pieces), ECM (23 pieces).
- Bottom Face (REGULAR):** AEP (23 pieces), ECM (23 pieces).
- Left Side (HEAVY):** AEP (23 pieces), ECM (23 pieces).
- Right Side (LIGHT):** AEP (23 pieces), ECM (23 pieces).
- Front Face:** AEP (23 pieces), ECM (23 pieces).
- Back Face:** AEP (23 pieces), ECM (23 pieces).

The cube is divided into four quadrants by a vertical line and a horizontal line. The top-left quadrant is 'AEP' and the bottom-left quadrant is 'ECM'. The top-right quadrant is 'AEP' and the bottom-right quadrant is 'ECM'. The cube is divided into four quadrants by a vertical line and a horizontal line. The top-left quadrant is 'AEP' and the bottom-left quadrant is 'ECM'. The top-right quadrant is 'AEP' and the bottom-right quadrant is 'ECM'. The cube is divided into four quadrants by a vertical line and a horizontal line. The top-left quadrant is 'AEP' and the bottom-left quadrant is 'ECM'. The top-right quadrant is 'AEP' and the bottom-right quadrant is 'ECM'.

Figure 1 shows a 2D grid world environment. The grid is 10x10. The top row is labeled 'VETERAN' and the bottom row 'REGULAR'. The left column is labeled 'HEAVY' and the right column 'JUMP'. The grid contains various obstacles (X), a goal (A), and a robot (silhouette). The robot is at (1, 1). The grid is divided into four quadrants by a vertical line at x=5 and a horizontal line at y=5. The top-left quadrant is labeled 'BOMB 15 RECON +2 ESR'. The top-right quadrant is labeled 'JUMP +2 ESR +2 ESR'. The bottom-left quadrant is labeled 'BOMB 15 RECON +2 ESR'. The bottom-right quadrant is labeled 'JUMP +2 ESR +2 ESR'. The robot is at (1, 1). The grid is divided into four quadrants by a vertical line at x=5 and a horizontal line at y=5. The top-left quadrant is labeled 'BOMB 15 RECON +2 ESR'. The top-right quadrant is labeled 'JUMP +2 ESR +2 ESR'. The bottom-left quadrant is labeled 'BOMB 15 RECON +2 ESR'. The bottom-right quadrant is labeled 'JUMP +2 ESR +2 ESR'. The robot is at (1, 1).

VETERAN

ASSAULT

REGULAR

R M

3 6

3 4

3 4

3 4

TYPE 5

RA CA D

20 3 6

16 19 12 3

13 15 10 3

10 11 8 3

TYPE 3

RA CA D

20 3 6

16 20 10 3

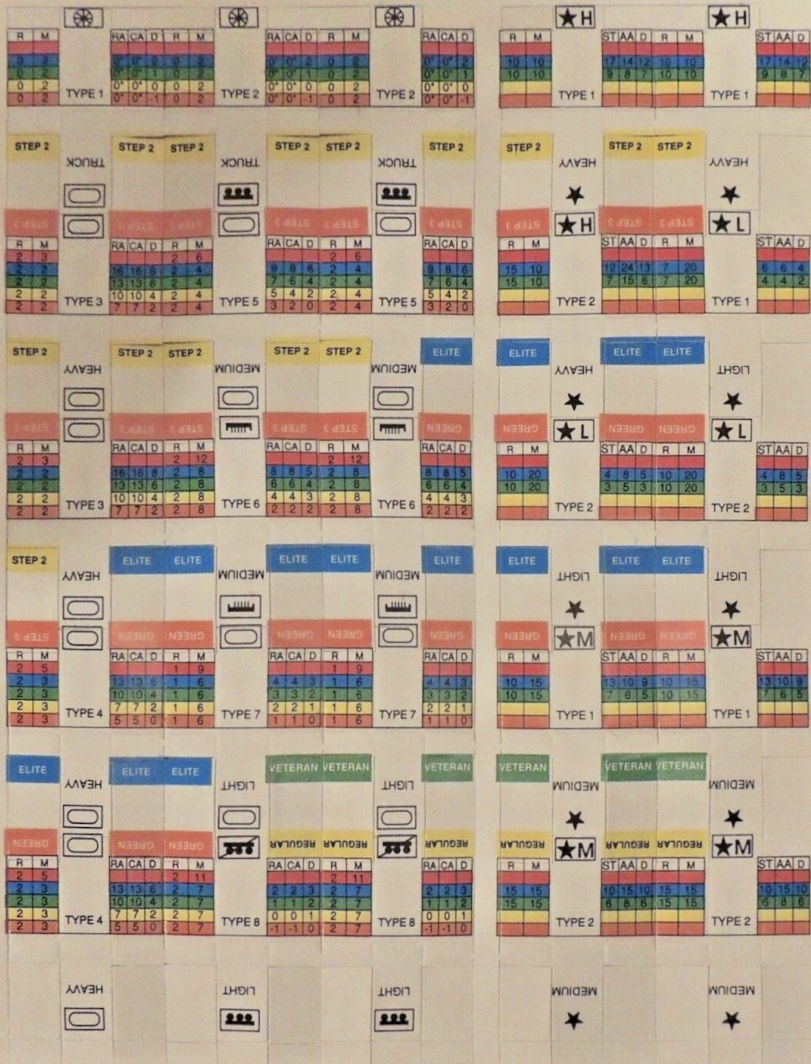
13 16 8 3

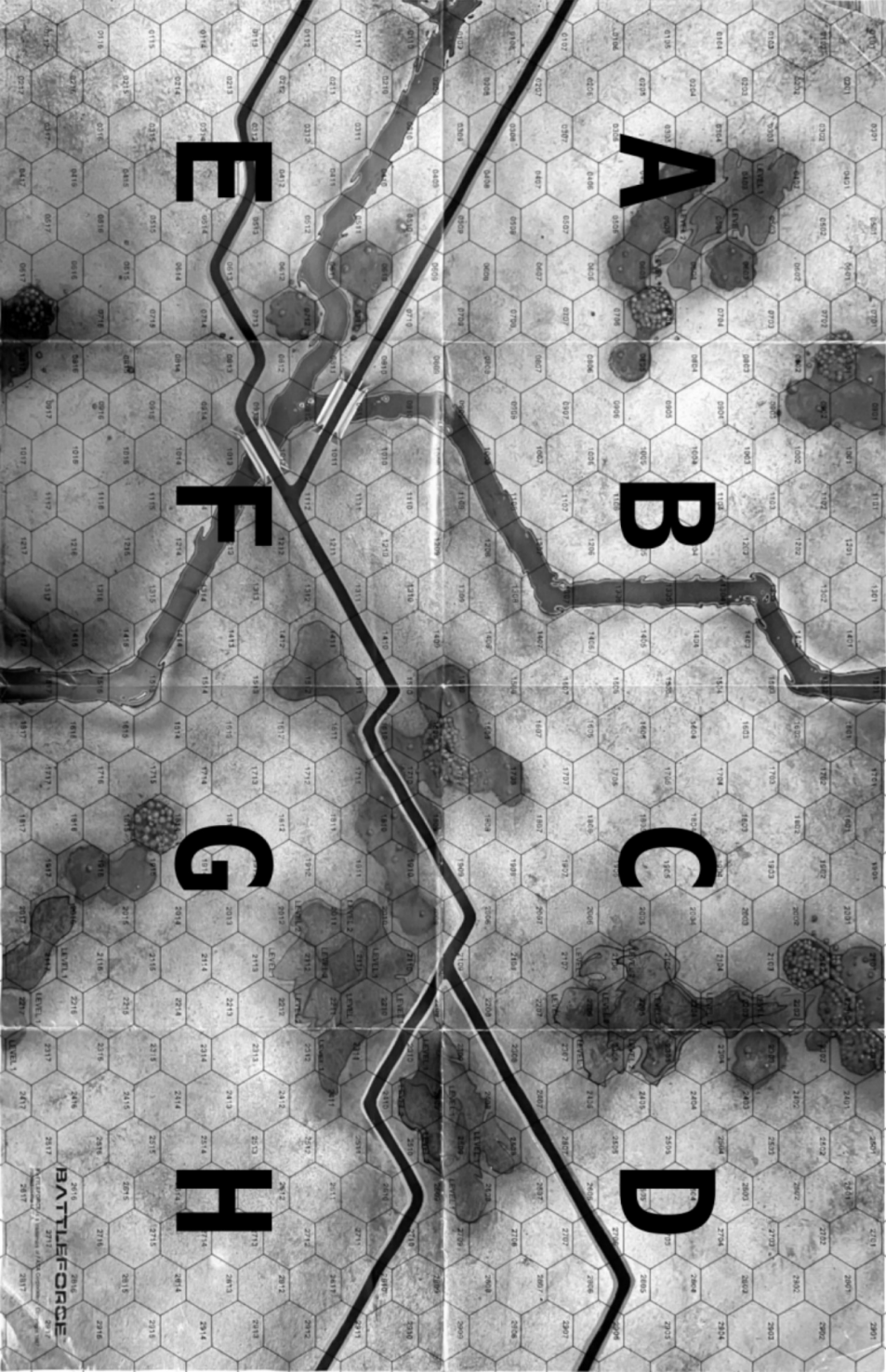
10 12 6 3

TYPE 3

HEAVY			HEAVY	
II			II	

ASSAULT		ASSAULT		HEAVY
				





A

B

C

D

E

F

G

H

















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